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TITLE SCREEN

PERSONAL-COMPUTER GAMES
FEBRUARY 1983

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NOTICE BOARD 7
This and other monthly details of the bulletin that helps readers stay up to date with all the latest PCG news.



WEEK 8
This month's list of news and reviews includes some of the best new software titles for your system, plus the latest news on the market.



WTF-BACK 17
This month's list of letters to the editor is full of interesting and amusing comments on our PCG news.



SCREEN TEST 27
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COMPETITION 47
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ADVENTURE NEWS 51
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The Challenge News reports on the latest changes to the program, plus the latest news on the market.



TRICKS 'N' TRICKS 95
This month's special tips and tricks include a list of software titles for your system, plus a full list of the latest news.

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WHISPERING HORACE

Ultimate secret

One of the unanswered questions of 1988 was why didn't those magazine geniuses at Ultimate ever get round to converting their Spectrum hits to the Commodore 64 and make themselves a bit wiser.

Whisperers have reached us that such conversions could get under later this year, but they won't be made by Ultimate. I'm saying no more.

Queen v Software Projects

Very strange. All those talk show Projects ads promoting Marchbank at the Olympia and for weeks on projects arrived. Ah, but I can reveal the names for the thing. The Software Projects boys had been dragged to Lambeth's high court by Queen who claimed rights to the Marchbank character.

Finally Software Projects agreed to pay a hefty whack for the licensing rights, allowing the way for the game to hit the market.

Express car

Wonder programmer Tony Crowther just can't keep out of the advertising circuit. One of his new releases, *Wanted*, is being pitched by Quakebite for his new evening *Wanted* looks remarkably similar to *Secede Express* which he wrote for Genesis Graphics. In fact it's identical except that the main bus became a racing car, the music is different (less pleasant to Howard's ears), and it's called *Wanted Express*.

Hardly Crowther might also offend some legal action? I don't think so, "whispered a gossip. "We'll let the market give its own judgement on it. I think Quakebite might end up with a lot of unwell copies."

Baroque sandwich

Browsing through *The Times* the other day I came across a little advert that tickled my fancy. Here it is:

SANDWICH BOARDMAN REQUIRED

For the odd and irregular. Send the top page and what this is to:

BARON!

Three Lombard place, London W1 3DF.

How strange, I thought. Why should somebody who's using a computer game need to hire dogs and what they do? What do dogs do? The enquiry was cleared up when one of those guys, unemployed waiters on PC-D phoned up to apply for the job £30 for a day wearing a sandwich board in central London sounded like a good deal to me.

me.

But why he asked do I have to hire dogs? What do I have to do with them? Oh nothing, replied the advertising agency lady at the other end. It's just that dogs like to - er - pee on sandwich boards don't they?"

One unimpressed journal, not made for comics and best always silent.

Hindle suspects that dogs are probably very cheap to get, the computer game advertising sandwich boards they prefer.

Exploding books

Hotair is all in favour of a monthly page or two, but in fact a page leads to a poor delivery. In fact computer being done of things have gone too far.

A BBC news magazine recently printed a piece of your last advert to the effect that if the machine printed a copy of your message you should take your computer in, much to the chagrin of the publisher it is about to explode.

Now it emerges you had given the book a good reading before taking the rotten lampshade to the dealer.

One sympathises deeply. Some magazines seem to have no sense of responsibility. But then some people seem to have no sense of honour.

Frankie goes legit

Fully aware to use my favourite pop stars the old Frankie getting into computer games, with Queen. Would the price be as controversial as the

records?

Oh no, said the lady from Queen's PR company. It was I he said. Why not? How are you doing?

"Because we have to sell the game through WH Smith," came the reply.

Hippy Minter goes psychedelic

Hippy Minter's latest offering is called *Psychobombs* and is intended to blow your mind - in the normal prosaic way.

It's not exactly what you could call a game - no shooting, no killing, aliens or high scores.

Minter himself describes it as "weirding. It's an interactive *Beavis and Dimples* which is made pretty hairy, but it's really a lot more powerful. It's a sort of light synthesiser, with images that it's not a game you can describe - you're really just in it."

Psychobombs will be available on three machines - Commodore 64, Vic 20 and Commodore 128 - at around £100 each price.

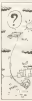
GAMES TASTING

Buying a new game can be a bit of a hot red nose affair, especially if you haven't read the reviews in PCW. All you do is the great new game with the technician's cover torn out to be a big disappointment. The new dog showing system from Babbage hopes to change all this.

The Babbage MCD consists of a new system and a small cabinet containing a video disc player. At the back of a few customers will be able to view 30 second demoscenes from sequences from any of up to 70 games, with sound and full-colour animated graphics. The video disc will be updated each month so that it holds the top 30 games and a selection of new releases. The system, which was in some shops before Christmas, is expected to become much more widespread during the year, allowing games to see before they buy.

TONY AND THE PROF

By Phil Elliot



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PCG TOP 50

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1	4	PRODUCTS	AT	WALL
2	17	PROBATION	AC	WARRIOR
3	1	PROBATION & DEFENSE	WARRIOR	
4	2	PROBATION	WARRIOR	
5	10	PROBATION	WARRIOR	
6	11	PROBATION	WARRIOR	
7	12	PROBATION	WARRIOR	
8	13	PROBATION	WARRIOR	
9	14	PROBATION	WARRIOR	
10	15	PROBATION	WARRIOR	
11	16	PROBATION	WARRIOR	
12	18	PROBATION	WARRIOR	
13	19	PROBATION	WARRIOR	
14	20	PROBATION	WARRIOR	
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36	42	PROBATION	WARRIOR	
37	43	PROBATION	WARRIOR	
38	44	PROBATION	WARRIOR	
39	45	PROBATION	WARRIOR	
40	46	PROBATION	WARRIOR	
41	47	PROBATION	WARRIOR	
42	48	PROBATION	WARRIOR	
43	49	PROBATION	WARRIOR	
44	50	PROBATION	WARRIOR	



SHOULD HAVE BEEN IN

- PROBATION
- PROBATION
- PROBATION
- PROBATION
- PROBATION
- PROBATION
- PROBATION
- PROBATION
- PROBATION
- PROBATION

KEY

- AC
- AT
- WARRIOR
- WARRIOR

The length of the bars represents relative sales on our total of over 200 independent titles

KNIGHT LORE BUSTS THE GHOSTS

THEY'LL BEAT for the top is really Eternia, but despite Chivalry's strong challenge Knight I can't help but go to number one as Ultime's products it has no rival. This month they were considered enough to say "What if, Alan if comes out, it will blow everything else away."

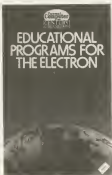
Strong words indeed, but it looks like they may have company from Ghostbusters who have shot to number two purely on Commodore 64 sales. Activision were "very absolutely delighted" and look forward to it going to number 1. With no release on the Spectrum that's a fantastic confidence.

The chair up at the top of the charts continues with

Demolish a Revenge, Ready Street Race, Backyarders Golf and Staff of Karnath all roaring up. Pyromania also continued its upward climb while Underworld slipped to number five and Daley's Deathline and Elite also dropped out place each.

Solomon Prophecy classes for Sir Willy and March Miner keep on going with 10W disappearing but still popping back with equal shares on four machines. Also benefiting from multi-machine sales is Return to Eden which is spread over five machines.

Next month's number one is anybody's guess - but you can bet Ultime will be going for a hot track of chart toppers.



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SAMANTHA HENNESSY replies to a selection of letters from our ever-growing mailing. It's great hearing from you, even though we can't always give individual replies. Write to: **Byte-back, Personal Computer Games, 62 Oxford Street, London W1A 3DG.**

Mistaken identity

If you send someone a letter you must send it back to you. Who did this because that is my nickname and she does not know it.

I have only just found out she's done this when my last magazine was posted this morning she said "They keep sending Karen letters, so I said, I am Karen and my nickname and she told me a letter arrived for me but she'd posted it back with "Not Karen's address" on it.

If you have the letter please send it to Chris Wellington instead of Karen to save confusion. Sorry about this.

Chris Wellington, alias Karen, Basingstoke

No need to say sorry for Chris, it puts us all in good laugh. We'll remember to address those other letters properly next time, but just if better given your name if possible to see a wilderness again, eh?

Pipeline unblocked

I read a couple of months ago that someone was stuck in the pipeline in Monty Mole. If you've not managed to get your copy, here I have it.

On screen it shows a pipe coming down to the bottom of the screen. If you get on this pipe and go down to the bottom the mouse's track puts you under your foot. Next time it comes along you run along on top of it and jump on a pipe on the next screen.

After that robot the coal from that screen then get back on the track and jump off it at the end of the screen so you are laid on the pipe and then collect the coal.

Nicki Harve, Fordingbridge

A SAD FAREWELL

I've just changed my mind and not the world from an Onyx to a Spectrum, and before I start this Spectrum review start pointing fingers and saying that you'll let me make a really clear thing to my side, so the Onyx is a better machine with better facilities, hardware-wise, but my opinion on the company and the software is irrevocable, at least in a fairly negative, and for the sake of being word for word.

But I've been in the other world for some years now, even before Sinclair was a household name, and while some people were still believing right up to early 2000's. All I can say to people new to this thing is Digital's first two "Software Watch Hardware".

The Spectrum may be a cheap and nasty piece of rubbish with a lousy keyboard (this point for the Plus also, a lousy keypad) and other hardware, and to mention the software. But some of the software

available for it is the response to anything available on most expensive, better made and equally available machines (with a caveat).

Take *Prince's Knight II*, a game that fits a disk based Apple II program to a cassette-based Spectrum program, contained an impressive, a machine which runs a game as strong as most that could be the original name. *Prince's Knight*, and nice to watch as well as play.

And finally, I hope you do not fall into the same trap as some of your competitors in entering ports for a teenage membership, as that leads to be incredibly disappointing to the readers. Let those over 20.

The Dooptopganger, Dooptop

We'll come on writing much acknowledge what you've just received, while the 64 comparison on those points to be read by the 20 and under.
DK Dooptop

good of them, but there was an excellent chance it would not arrive on time, since the following day was a Saturday. They then supplied me with a handful of Spectrum drives to telephone some of whom were particularly helpful.

After many phone calls I still couldn't secure a replacement and once again phoned DI. Where do you live? they asked. We live a programmer who goes through Waterloo. He could meet you.

Fortunately, I live close to Waterloo, arranged the meeting and was able to produce the hardware present on time

with East Wishes from Digital Integration.

Mr R Sharp, London

Initial confusion

What I'm writing to tell you is that the syntax of my reply together with [B] I cannot see Mixer [B] jumping from platform to platform throwing rugby balls at the reader's.

Engagement Rowlands, Leicester

I'm sure your poor reply teacher's And to put up with a lot of stick from you for about it. But what else does B.B stand for?

Nasty bugs

Who do Software Projects think they are? Here I am, a proud owner of a Commodore 64 laughing at my little Spectrum owners because their programs are so bug ridden - mostly in the mathematics (I've let Wally and its Astrolog).

I tell my Spectrum owning friends that 64 programs are rubbish, but what happens? You've guessed a 64 replace 64W on my machine and I find by my own hand and I doubt that the 64 version is also impossible to finish. Not due to the 64W this time but the Wally Delta. Yes that's right, you can't get to all the planets.

Someone should do something about these Games. I've wanted my friends but most of all, my hand named desk.

Steve Cranston, London

Sold pirate

The main issue of any letter is piracy. It means that some software houses believe that Turbo Loading is the ultimate copy protection.



Question 101

Question "Commander Dave" introduced me to the book, *Robbie: How he found the first alien spaceship crash on a foreign world, so that should pretty well deter the home copy!*

According to your November issue, a home taped copy of a turbo game seldom finds its way? Does anyone believe that? First of all, a taped copy does load reliably. Secondly it only takes me about five minutes to copy a turbo game!

I must warn you of industry everybody in this matter. I can easily remember turbo machines in a disk. I had (CERN SOURCE) by the E!

Most computers are at work all the time that they don't print; the game is any other way. How about checking for the presence of the turbo? That would make things much more difficult.

Living in the capital of Denmark, I know lots of other work (see pages 4 and 5) the proud owner of some 426 programs. You may think it's a lot, but for a price it's a quite normal.

A Danish reader

Well, those computers who thought they were safe are obviously being ripped off at every turn. Perhaps with more information like this, they'll finally perfect a final-most device to kill off the pirate.

Guardian joy

I admit I believe my optical receivers when I picked up the December issue of PCG—a first tape with the MEGA-points for the EP? For what a racket! I thought well not believing what was on the tape. I purchased a 32 inch and through my head was no larger smile!

Yes, by George it was two five-foot games for me to read (Phase? What?) I brought the meg ripped off the tape and loaded it. Boulder Dash knocked by spirits through the back of my skull (no the real word!) Black Knight however bored me well. Yes, PCG, what a Ripper! They! I found the sound depressing and so for brilliant animation for Phoenix, pit and firing to look at. However, Lancelot was the best absolutely brilliant! A whole lot of location adventure for now!

Ch! George made me laugh my sides out, it was such (with more games) Grande OK? I read about, though that I found Simon Warner a bit of a little dropper (let down). Please do this sort of thing again, and so soon to possible.

Copy (the only one)
Anderson, Newcastle upon Tyne

Could you hear you liked the tape Gary? We hope we can do it again, too.

Please keep originality rating

Having been an avid reader of your magazine for the past eight months, I must say that I am impressed. Yours is the only magazine which I read from cover to cover. The reviews are first-class, accurate and pertinent!

Talking about reviews, in recent months I have read criticisms about the originality rating. I feel it is a necessary part of my system for using computer titles on one of millions of people with cheap variations on old, worn-out games which those who introduce a title take as great fun that to be asked for the achievement. To keep the reviews in they are laid. David Thomas, Alderhot, Essex

Leah? What about us?

PCG is money well spent

I bought my first copy of PCG back in October and from then on I haven't looked back. You may think so Scott but fight with our money but this? Yes well spent!

If you like our then take advice from people like letters in this. If you haven't played Elm for the BBC you haven't lived. My friend has (perhaps) lost interest because as it was on his comp I played it) has purchased the remarkable game. It's huge loss of money but he's quite good. In that's May to give the new) disagrees with the ratings you give Elm. All

ratings should have been 15 out of 20.

Basically I have a message for the people of Acorn: "Make Elm run on the Spectrum GLE." Simon Barrett, Glasgow

There's a little error in our Elm section this month which just might interest you, Simon.

Quality first

First I would just like to say that the Christmas special was GREAT! I own a Spectrum and after some feelings on the cassette included with the issue I have decided to buy it. All the games were good except *Jackpot* which was a bit of a disappointment!

Why are software houses obsessed with creating so many screens to provide only a game at the expense of content per screen? Just Set Willy's screen lack the complexity of *Simon Maw's* and *Pyramids* (after being a poor version of *Am Arad* has an many screens that I once because a better quality should come before quantity.

Thomas Henry, Farnham

Lots of people would agree with you (they don't share in our extra benefit of an awards adventure—game having lots of screens—) I make it more interesting to map out something which plenty of gamblers like doing.

Reader ratings

What a day! Thanks for a brilliant review! I've never stopped playing *Parasite*. My top five Commanders are given as:

5. High Noon 4. Master Mind 3. Jet Set Willy 2. Q*bert 1. Triville (with 1 Boulder Dash 1. Lucky Jones.

My game of the year awards are

Worst game: Super Blitz Best graphics: Ch! George Best entertainment: Quo

Best

Lowest priced: Super Blitz Best best: Knack! Love Nintendo.

Wishing

Every year, you (keep to sign the letter! Where and you have to contact and why's this? Best awesome ever!"

How do you complete Strongloop?

Before I have to wear a wig, is there anyone out there who knows how to complete *Strongloop*? I have got to the control room but nothing happened.

Oh, well before I have to rip out the hair on my chest does anyone know the end last level? *Prize for Missy Mole?* Please print my phone number Lovelock 25275.

Hi My man is going to give me a flower if I get his letter printed.

The Simpsons, Lovelock, South

She wouldn't if she knew how many phone calls you're about to get!

God to the Evil Dead

Of all the magazines I know, that I read through and through, PCG is just the best. I tell you that's true.

I often agree with your reviews. Your system is very good. The only one I thought was wrong.

Was that of *The Evil Dead*?

The game is great, the sound is too.

I tell you it's not just good. And if you print the letter please!

I like practical reviews.

Quaver

Home! *Strongloop*, *Hein*. That's an awful long time to be printed, Quaver.





Sibboring games

Greetings gamers. The letter below I have been asked to forward as a message from the Gibraltar Speakers Supporters Club. Needs as follows:

We Gibraltar Speakers of Alpha Continent wish to humbly thank you for making the spread of this wonderful language. It goes without saying of course that you included an accompanying rate written in this remarkable language.

We were very impressed with the standard of phrasing which included excellent grammar like 'Spectrum 486 is a actually looks an amazing' and, 'potatoes of such the first time'.

Such literary genius must not go undiscovered! Many thanks.

The Master
(your ma London NW8, UK, Earth, Britain sector)

We should have made a point of the competition to try to remember that that it can be done. Even this offers a literary genius can some things get us words spread up.

Species??

Who needs 'em?!

In response to J. Corwin's letter (Jan issue), I would like to tell this single minded maniac (who can't even spell 'genre' properly) that as CRW (at least) are far from stupid about it I don't think he quite catches all the facts when he refers to the 'amazingly superior' Spectrum.

I'm not going to rag off the Speezy — as I said was going to help me just for the software support it enjoys. But the thing which put me off was the case of a fully operational system.

The console itself is accessible at £129, but then you need a real keyboard (unless you're a double-handed octopus or a fully-rubber man), several megabyte floppy or hard disk, tape heads, work bag etc etc. The cost of which covers the £200 I paid on for £46. SED clip: real keyboard, sound graphics, joystick ports, TV output, and a totally reliable tape recorder.

At this point I shall return to my chosen salad sandwich and chicken soup to read some horrendously copy from some equally horrendously Spectrum use.

SCRAP THE PANEL!

The recent change and new look to the magazine disappointed.

For a start the text is not really written with attempted jokes being made every second. Then there are the stupid 'Panel From', Barry reviews I caught on PCQ last magazine with the other one tonight. **Black Snake (PCQ)**, **Chamberlain**, **Chris Anderson** couldn't make up his mind (couldn't Peter Corwin (M?) like it, and **Big Mads** (is moved) thought it was quite good. The marks I got were stated as well.

The review section now for me has less reviews. But it was good to see **Stalder** (think being an 'evil' class of the Month). I am getting three Games of the Month, and three PCQ bits — I hope you are right about these, but if you are you are. This has been in the past, apart from a few exceptions.

Now, why are you so late in reviewing some games? Most of the time you review nice, unknown games and forget games like **Zaxxon**, **Raid Over Moscow**, **Ghostbusters** and — well, the list is too long. Why bother reviewing such like **Great G. Warzone**, **Hardy Andy**, **Verano**, **Gamehouse** etc?

By the way, if **Master Corwin** would like to call me a wretched half-brained prat in my face then I would be only too pleased to see his Spectrum (or head) as a trophy.

J.P. Miller, Scotland
Make to say it R.F. for the control speaking in 'RAT'

From great to worse

I've written to complain about your excellent magazine. You're raising the cost per response business — how do you expect people to buy other magazines when yours is so good?

Here are five tips to bring the standard of your magazine down:

- 1 Cut down on reviews
- 2 Cut the letters
- 3 Cut the competition
- 4 Cut the Tricks of The Trade
- 5 Cut the Challenge

Lastly, the originally mark **KEE! IT'DV! Please.**

You probably won't publish this, but if you don't put your best foot forward the way to progress tonight, I know you can do it. At PCQ last issue Computer and Games editor, **David Lewis, Newcastle**

Following letter, **David McCall** (his name is not a name) might think of having me included in the 'panel' section. **David McCall, London**

You're right in saying that the number of games reviewed has fallen since we started the panel section. That's because the cost means take up space, but the panel which are left are listed to be the 'best', as known' games you refer to. We think you'd rather see your most space to the more significant releases.

As for being late on some reviews. This is probably not your fault, but it takes to get a magazine produced, printed and distributed. For example, all the reviews in this issue had to be completed before December 1987. Nevertheless we apologise that several of our reviews appear to have been delayed.

Chamberlain
Griffin Webb, London
Yeah that time it's not in price!



© 1988 Games Computer

Watching the clock

When I bought the December issue of PCQ I jumped onto my bed and started exploring the pages. I came across some great facts for my game on your Tricks of The Trade page. So I pondered myself down as a chair, turned on my side and

my Spectrum and loaded **Deley's Desolation**.

First as the episode was the 1100 hours. The tip was sent in by **Martin Cleaver** of **WELL**. I did exactly as he said (which was to wait at the start position until about 878 seconds, then run, wait at the finish line until the clock goes round to 000 across the line and get an amazing time).

I waited, and waited, and waited and once when I woke up after half an hour, it was STILL going. In fact it took 53 minutes 13 seconds! Now that's a record I don't want to seem having. But this is pretty MAD! Although I spent up most of the trouble in fact as a quite bit!

Chris Wood, Basing, Wiltshire
Er, Chris, I think you just might have hit the clock go round TWICE! while you were asleep!

Is the Red a RED?

Up till now I've always loved PCQ. Yes, I have always been nagged by C.A. based on comments of the '64 and Spectrum and even more by another nagging response from C.A. as RED!

I want you now, if the comments/and continues I will not be held responsible for my actions (I'll no longer buy PCQ), but get a little copy of it! So there.

By the way in **Stalder's** game stop the **Speezy** should be **Master Corwin's** brother **McCarthy Bird's**!

David Sweeney, Scarborough

Sorry David, your suspicions about **Chris (the Ed)** being a RED are totally unfounded. We're here thoroughly checked out, and I've updated last month.

I'm afraid you'll have to ask **Stalder** about this, or **McCarthy Bird's** name total y clear!

Get out long

Having a copy of your CMB-64 owners who've bought Jet Jet Moby and found the **White Collar** bug. You haven't? Well, be an enlightener you it is impossible to get two of the pieces on the left-hand side of the screen. So the Software Projects bug sign continues with the CMB-64 version of **Jet Jet Moby**.
Alan Middleton
Edgewood, Middle



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■ The Spirit of the Stones software is great entertainment

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■ A voyage of discovery on the Isle of Wight

■ A voyage of discovery

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SCREEN TEST

We're beginning to get our fill. No matter if we put our story showing Mega-Thunder crashing through the air in a new world which country's games were better, than a great load of embarrassingly good US games turned up for review. I mean, what can you do with games like *Superman: The New 52*? *Star Wars: The Force Unleashed*? No you can't because they're really amazing. Thankfully, plenty of high quality British titles are in evidence — *The Staff of Karnath*, *Demons' Revenge* and *Cyberon* for name but a few. Anyway, whenever the games come from, we're sure you'll enjoy this month's reviews.

The PCG ratings — works out of 10

GRAPHICS Are the visuals and the art style up to scratch and consistent? Is the overall presentation as effective as it can be in terms of what you see on screen?

SOUND Can I hear it when I'm playing and does it add to the overall experience?

GAMEPLAY How is the control? Can I get stuck? Is the game fun to play? How long does it last?

VALUE How much does it cost? Is it worth the price? Is it a good value for money?

OVERALL How is the overall experience? Is it a good game to play? Is it a good value for money?

GAMES OF THE MONTH

PCG WITS

Clash Royale	9.5
Day in the Life of a Programmer	9.5
Demons' Revenge	9.5
Dragon's Breath	9.5
Explosion	9.5
Explosion	9.5
Explosion	9.5
Explosion	9.5

COMMODORE 64

Clash Royale	9.5
Day in the Life of a Programmer	9.5
Demons' Revenge	9.5
Dragon's Breath	9.5
Explosion	9.5
Explosion	9.5
Explosion	9.5
Explosion	9.5

DRAGON

Clash Royale	9.5
Day in the Life of a Programmer	9.5

ATARI

Clash Royale	9.5
Day in the Life of a Programmer	9.5

MSX

Clash Royale	9.5
Day in the Life of a Programmer	9.5

SPECTRUM

Clash Royale	9.5
Day in the Life of a Programmer	9.5
Demons' Revenge	9.5
Dragon's Breath	9.5
Explosion	9.5
Explosion	9.5
Explosion	9.5
Explosion	9.5

BBC

Clash Royale	9.5
Day in the Life of a Programmer	9.5
Demons' Revenge	9.5
Dragon's Breath	9.5
Explosion	9.5
Explosion	9.5
Explosion	9.5
Explosion	9.5

AMSTRAD

Clash Royale	9.5
Day in the Life of a Programmer	9.5

ELECTRON

Clash Royale	9.5
Day in the Life of a Programmer	9.5

ORIC

Clash Royale	9.5
Day in the Life of a Programmer	9.5

PCG PANEL



NAME [Name]
ROLE [Role]



NAME [Name]
ROLE [Role]



NAME [Name]
ROLE [Role]



NAME [Name]
ROLE [Role]



NAME [Name]
ROLE [Role]



NAME [Name]
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ROLE [Role]



NAME [Name]
ROLE [Role]



GAME: DOOMDARK'S REVENGE
MACHINE: SPECTRUM
CONTROL: KEYS
FROM: ULTIMA/2 £8.95

Who says the BBC only has a small screen? This faithful conversion of the Spectrum classic not only exceeds its

spacing in all 256 screens it's also if anything prettier in look than the original.

Numerous jungle plants bear beautiful purple and white blossoms, a stack of Urubane stones and Sabarans looms in a shattered up uniform - they're all here.

When the layout of the jungle appears to be identical, so BBC owners who get frustrated will be able to refer to our *Secret Walkthrough* in the August issue.

The idea of the game is to cross the jungle for four parts of an artefact which you need in order to escape. Aided only by a sword (which makes a tedious plinking sound on the screen) and a few arches which offer temporary invulnerability, you face a wide range of creatures, including the indestructible Wolf.

There haven't been many of these multi-screen epics since you got on the scene, so this one is bound to do well. But strongly enough despite the quality of the conversion, I didn't find the game half as enjoyable second time round.

Chris Anderson

GAME: PARADEEPT 2000
MACHINE: SPECTRUM/ARC
CONTROL: KEYS
FROM: SOFTSTONE £5.95

This is a platform game with a secret dimension. In the Winthair Dragon Nuclear Reactor in Dorset your temper starts at 2 500 degrees and rising. Not down is permanent. Pretty soon there will be an ecological disaster.

No, you're not to do something about it, such as switching off the valves in each of the game's 63 screens. Enter and then clear of course. This is a platform game after all.

You get into the first screen after an excellent brief introduction - I'd estimate that the most popular computer games accompanist.

Invitation to the Game Show is in the title of your introduction to create. There isn't a plump fellow in a hat, an unlikely-looking candidate for the scene, but very loose nonetheless.

You get introduced to him, but there is a meter measuring your indignation level every time you jump into an obstacle.

Doomdark's Revenge

If you've played *Final Fantasy* (don't you'll have) you'll know what you're in for here. If you have, I dare stand by for a game with over 40 000 different screens, 128 characters, 124 objects in colour, and to end with long a laugh or to gales.

In this the second of Bryand's epic trilogy you use single key commands as indicated by a keyboard overlay to control all characters typical to your class in your struggle against Sharrith the Heartbreaker, who has captured Morlan son of Lussar the Moonpriest.

Once you've selected a character you can look through his or her eyes at the surrounding countryside as you march across the forests of Enpar, doing battle with goblins, devils and barbarians. The landscape is far more detailed than in *Ultima* and covered as it differs between from wilderness to pastoral, like temples. There are 6 044 different locations and in each one you can look in eight different directions. The perspective is flatland and the atmosphere dramatic.

Look at *Ultima* first will find *Doomdark* a far greater challenge than its predecessor. Not only is the country bigger, but each character is much more complex and they are included, herbs, maps, treasures, fire, and points in combat or if they're hostile allies.

There are many more options during play. Each character has a unique set of

I don't know how about the colour choice in this game. I like the idea of different colours for different items of day. In a previous version I found the red yellow. It was a pity because there's no such thing as a red yellow. It's a pity because there's no such thing as a red yellow.

The other disappointment was the terrain. It's a great idea being with the other versions and things, but again in practice - normal that it's a quite an exciting. However, there are only two or three. Overall the game's extremely impressive.

Peter Corcoran

Some of the colour combinations in *Doomdark's Revenge* don't work too well. Apart from that, it's a worthy follow up to *Ultima*. The best part is the spine, but the game is much bigger, more complex.

Impressively liked the changes to the

special object, and special options in a class. Give an object and use a special object. You can also enter and speak, items, take rest, or approach other characters (with a view to recruiting them).

Recruiting other people is a far more complex process, with each one going as no less than 11 different directions. This sort of attack will influence them in their actions and attitudes towards you.

Other options include teaching (which is out for the rolling world) that follows a 90 day weather cycle and backing (which is out for you through the terrain). The

PANEL POINTS

characters are personality - each has a large number of character traits which vary according to events. And the underground tunnels with their Eubering tribes are an inspired touch to the overall atmosphere.

I wonder how much further the game can be expanded.

Chris Anderson

I really like the landscape in the game - that's it - in-between there to look at. It's in *Ultima* and you can spend hours just exploring the different places. The changing weather is a great idea too. I'd really enjoyed me though was the challenge of the game. There's no real more to the characters in the game and that I've found it very difficult to survive (though I think to complete even the most basic victory difficult, but very exciting).

Seaworth Harries

display changes colour according to the time of day - red/orange in dawn, blue at midday and blue/black at night.

The biggest difference in *Doomdark's Revenge* is in winning the game. There are no less than five different victories ranging from the simplest one of rescuing Morlan, to the overwhelming victory of rescuing Morlan, killing Sharrith the Heartbreaker, and returning to the start with Lussar, Eubering, Terribil the Fry and Madon all alive.

At the beginning of the game you control only three characters: Lussar, Morlan, and Terribil. Forcing you to play in a battle almost immediately and



M • BBC • SPECTRUM • BBC •

Control, it must be said, is very difficult. Jumping is particularly difficult to get over and makes the game very frustrating. That the later, starting in fairly tough stages is more luck than skill. Sixty-four winners should present a tough test-challenge and perhaps Wiley may also present word for him by least the Phoenix will buy the difficult game for practice!

Muriya Smith

Graphics are reasonable and sensitive to smooth, even though some of the characters don't look difficult to identify. Colour helps to rip well, except on some

PANELPOINTS

of the screen where the backgrounds avoid a dreadful shimmering on my television set. Sound is mixed to a good standard of fidelity. Panelpoints 2000 is by no means a top-drawal game, but it's not the best of its kind.

Steve Spittle

The music on this game is tremendous, it's easy that it drives a player off the way through. The game is very much like Jet Set Willy and equally as hard on games. The graphics are unattractive though and the colours don't seem to have been as well thought out.

Rob Munn



your level goes up, until eventually you succumb to exhaustion sickness.

The first rooms, like the others, are full of platform traps and eventually easy creatures. The eggs where and where, fast up and down and there are even strange mutant peaty cats - presumably to catch strange mutant mice.

Key control is quite straightforward, left, right, jump - and success is made a

matter of timing and strategy. The rooms have a variety of problems to negotiate and some will prove easier than others. Getting through all 65, however, will be a desperate and time-consuming business.

Chamberlain's colours and graphics are well above average and the game is large

enough and good enough to keep you at it for a long time. What can't be said to be made with Jet Set Willy, and here Scotland's game lives out its terms of originality and wit. Plus of course, the complete lack of any Points for a lack of loss.

Peter Connor

PCGG • HIT • PCGG • HIT • PCGG • HIT • PCGG • HIT •



NAME: CHAMBERLAIN'S CASTLE
MAKING: SPECTRUM ABC
EDITING: CTS
FROM: LEYDING OF TV

Category: 10
Age: 10
Control: 10
Graphics: 10
Sound: 10

where's more the water, scullery, ice trolls and dragons don't just stay in one place in this game. They move about making progress for individual characters, not more risky. Because of the increased complexity of the program, the point is not to move slowly each time you play it, and victory is for the more

difficult to achieve than in Midnight.

There's no magic one could say about this game, but it's all built down to one thing - go out buy it, load it up and spend hours, days weeks perhaps even months playing it. You'll cry every minute.

Steve Cooke



Brian Bloodaxe

No, it's not another Viking adventure game from Level 9: it's a snaky, wry, out-there, wacky, and extremely challenging platform game with over 100 screens and 300 sprites, quirky surprises and objects to collect.

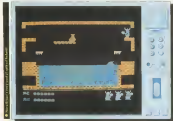
Your on-screen identity is in the care of an alien Brian Bloodaxe, a more-humiliated hero who can crawl and jump as all the usual directions as well as pick up, drop or use essential items as and when he comes across them.

Items include parts of ladders to boost your energy, which otherwise deteriorates as you move about. The display also shows your score, the current level score, and a group of little Vikings representing whatever remains of your four lives) during the bloody-colour in the corner.

Other essential articles include various different colour keys which will enable you to open similarly coloured gates to proceed to new pillaging grounds.

The sprites also have their surprises. Ducks, for example, may tempt you to climb, but you can also jump onto their backs and drive them to another screen. Platforms that look safe and secure may suddenly drop out of the way if you jump towards them.

In fact, there are a whole host of unusual features in this game. Your heavy helmet, for example, isn't just there for the sake of appearances - it can be a real pain in the backside for some of your opponents. What's more, you can jump and stick yourself to the ceiling sometimes if you're in a really tight spot.



NAME: BRIAN BLOODAXE
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CURS, KEAF, SHC
FROM: THE EDGE, £7.95

PLAYING:
 100%
 100%
 100%
 100%
 100%
 100%



The Home version of the platform games will really keep the Viking Bloodaxe going. Not only plenty of screens, but lots of unusual maze traps and items.

There are some surprises around every corner, and the most obvious way of crossing the screen is not necessarily the best. For instance, if you were faced with an impenetrable stretch of water, would you consider trying to walk on it, or even better a bit more to your right?

But even problems are not knowing what you can't do isn't walk on ice. Also, be very careful, because some objects may be cheap when you're on top, but deadly otherwise.

Markus Jeffrey

PANEL POINTS

get hold of a particularly liked the idea of each screen being a proper location and the necessity of Brian's mainly stone enemies is commendable. However, most of you Spectrum owners will have got dozens of platform games like this and deep to its many original touches, Brian is clearly too closely related to our friend PLO.

Alan Green

Basically another platform game, but there's some nice touches such as being able to jump 204 borders but not walk onto them, and isn't an amazing ability to walk on water and being from wooden platforms may be learned by heart.

Oh, by the way, watch out for the floating arrow boxes at the beginning - it really gets me! A lot of fun if you're into jokes.

Sam the Hammer

For those who are looking out for a decent platform game, this is the one to

Other innovations include the ability to dig through platforms (sometimes the only way to access certain areas) - but find your spine first. One screen even features a guard post table which will almost certainly have you wondering if you're not very careful. If you keep a bit of a shunt on top, there's even a period to be had.

If you've been playing Knight Lore you'll be familiar with the idea of using objects as stepping stones. Brian can drop an object, climb onto it, and then jump for all the worth to reach other well-reachable areas.

Some great music starts the game and play is accompanied by melodious tunes. Every screen has a humorous text which is one of Carol Burnett (Mother-in-law - Paula giddy?) and your task is nothing less than the conquest of every square inch of G&B. You know, definitely a platform game that has the edge over all the others.

Steve Cooker



...7 busy characters, 10 lost chords, 12 hours, 48 Traffic Wardens,
95 London Tube Stations, 126,720 square feet of London,
7 million Londoners ... 943 action filled screens.

PAUL MCCARTNEY'S

*Give my
regards
to*

BROAD STREET

When the
music stops,
the mystery
begins...



MIND GAMES

CDW40006 64-6799



© 1993





GAME: 14-726CARS
MACHINE: SPECTRUM 48K
CONTROLS: KEYS
FROM: DANIEL WOODSHOP £7.95

Artifacts features four different sections all of which should keep you occupied for some time with their complexity and action. The four sections are a driving race, a car fight in an arena, a battle in a town and a chance to design your own car.

The car set features various weapons fitted out with all sorts of technology and weapons to make them real guns machines. They have armour, offensive weapons like missiles and lasers and

drives like oil slicks and smoke.

There are already 15/20 cars set up but you can produce your own using a beautiful graphic designer sequence.

The cars battle either against each other or against the clock on the race circuit. The actual race is a free arena in which the cars try to inflict more damage on their opponents than they receive themselves.

My City is a town square in which two players can fight it out this time in the clean confines of the streets. The street is less violent with cars competing in a straight driving race round some rough terrain designed to block

in the automobile and the circuit you



GAME: PUMPER
MACHINE: SPECTRUM 48K
CONTROLS: KEYS, DIRP, CURS, SHC
FROM: INTERCEPT £7.95

Fortunately it's not you that plunges to the ground. It's the major - three floors in a lift while you stand by having a good laugh.

You're supposed to be trying to help the poor trapped man by collecting ropes to hold up the lift. Thirty ropes will save him but you can only collect them one at a time and, as you would expect, there are lots of nasty things trying to stop you.

The hotel you see is a representation of three screens starting with the lobby

while the lift is stuck on the third screen up. You have to push up out of the cables. Barking ropes and slash a series of stars through the three screens to the lift.

In your path there are, of course, a variety of hazards. The first floor has two concrete floor blocks which move up and down trying to crush you, as well as a pumbe character who shuffles up and down the back permanently hunched.

The second floor has a mutant revealing door and four fire doors while the third has four doors and a falling fire, all of which prove fatal to your stranded character.

The doors can be dealt with by



Cyclone

According to the ads, this game will take the country by STORM - pdd? Certainly the wind blows hardy in this challenging follow up to *Firecode / our Love*.

So much so that the helicopter you pilot can get blown off course, and possibly even dumped onto the ground if it all depends how close you are to the



GAME: CYCLONE
MACHINE: SPECTRUM 48K
CONTROLS: KEYS, DIRP, SHC, HOP
FROM: INTERCEPT £7.95



M • SPECTRUM • SPECTRUM

can compete against a computer opponent, but in *Wing City* it's you, a friend and two keyboard controls battling it out.

The screen for each game shows the area in which each car is driving, a map of the whole territory, its speed and fuel as well as updates on the damage its sustained and weapons still available.

The sound can't help to make these a very little bit, but that doesn't detract from the fun.

It will take you a while to get to know the controls and all the aspects of the game, but it's well worth doing. It's a fresh view of an interactive future but difficult to play. **Rob Blake**

dramatising them with a background, or but you can only shoot the vehicle, you are carrying a rope. The fire doors are also opened by shooting at them, though why management should open doors is not clear.

If you lose all your lives the chain which is holding the lift stops and the mayor summons three teams while shouting for help. Unfortunately you don't get to see him but the basement in a crumpled lump that you can't have everything can you?

High scores for this game aren't going to look very impressive, as you only score one point for each enemy attacked. If you can get more than 100, you're doing well. **Rob Blake**

The game itself is first suited to people who want more than the 'regular' number of levels - some weeks left are required for absolute control of your vehicle.

Despite this, *Excitator* is really rather fun. The screen layout is original and clear, well suited to one-handed use of keys by the two-player option. Also, given the modest price on all grounds, the graphics are very adequate if a little plain.

The game requires some effort to be cut into it, but its contents reward persistence to be well worth it. **Patrick Wainman**

PANELPOINTS

Instead of the inevitable comment of how needed to control the car, the clarity of your choice to include weapons, their frequency appears that to keep moving as you want and control them, your opponent is well a almost impossible.

This is not a game I would recommend. **Maryn Smith**

I found the game heavily overcomplicated, which is a great pity. Because the controls involve a lot of back-referencing, it's a little bit like the white elephants program. **Chris Parkes**

Steve Sparks

PANELPOINTS

any good by producing games like this. **Steve Sparks**

Graphics and graphics combined with platform speed and only five arenas makes this one to avoid.

The more tedious target part of the game is clear but when to go for the same enemies (though) makes it a little bit more interesting. Another one for the white elephants program. **Chris Parkes**

Chasing all 30 eggs might be a challenge - but I don't think anyone will do this to read the feature for this long. **Steve Parkes**

Steve Sparks

PCG • HIT • PCG • HIT • PCG • HIT • PCG • HIT

nature of the cyclone which is the defining group of very pleasant looking islands.

Your mission is to locate and pick up crates of medical supplies. One at a time returns them to home base. The trouble is finding them. As in TLL, your aircraft can't fly over a swirling 3D landscape that has the area to look bigger. There are a total of 14 islands separated by expanses of ocean and it would take about five minutes of flying time to visit all of them.

But visiting isn't enough. Each island must be explored in search of a crate and this means repeatedly using an alternative view which allows you to look at objects (eg houses) tilted from the other side to see if there's anything hidden behind them.

By the time you've covered an island or two, you'll be running low on fuel and must find a base to land on. There's also that cyclone to worry about. You can monitor its progress (and your own) on a map of the islands. When it starts approaching you'd better clear out, or make an emergency landing.

Misadventure is clock is ticking away. If you haven't completed your mission within about 15 minutes you're out. If you do succeed you get another 300 credits to pick up at

From the nearest helicopter that takes off with a partially completed whirling rotor blades. In the final event, the game is a thoroughly addictive although derivative of Vector's previous games, it is enjoyable in its own right. Control of the helicopter is easily mastered but finding all five crates is still difficult, especially with the ever-present threat of the cyclone and random mines. The 30 graphics are superbly detailed, from the lush and luscious scenery to the very fine buildings and interesting. Controls are excellent, good and highly recommended. **Steve Parkes**

The more excellent game. Procedures of good island of ocean terrain and strategic planning. The graphics are shown in a wide perspective for which allows you to toggle between two views.

make a location.

Although Cyclone looks similar to TLL, there are enough improvements to give a character of its own. The game is of exploration and strategy rather than just point control.

There's plenty of screens to refer, including a useful range of indicators on

PANELPOINTS

at the screen. You never need be aware of your position. Two helicopter has a shadow which is extremely useful for knowing your exact position in relation to the ground.

Overall, the graphics are dull, without any real aerial realism, and the 3D effect really does detract the realism of the game. Sound is functional, with a pleasing view accompanying the movement of your helicopter.

Control is very satisfactory, very intuitive and clearly the best game from Vector. **Steve Sparks**

I've always loved and enjoyed this helicopter pilot so I really enjoyed playing this. The graphics were good (despite the irregularity of the scenery). The only question I can ask is why are there so many islands on a small base? **Steve Parkes**

Steve Sparks

the night and bottom of the screen. I wish the die people who stand out in view of you on the islands - a pity you can't do a night-vision effect. **Chris Parkes**

Soil this is an impressive piece of programming and an old school game. **Chris Parkes**

Chris Parkes

CTRUM • SPECTRUM • SPECTRU



NAME: ASTRONAUT
MACHINE: SPECTRUM-48K
CONTROL: KEYS, KEYP

FROM: SOFTWARE PROJECTS, £5.95
 Software Projects are renowned for their platform games and this one should be a worthy addition to the line.

There are 15 screens on each of which you have to collect three or more blocks by pushing them onto a motor transporter. The blocks appear one at a time and, as usual, there is a wide range of enemies and obstacles to stop you.

You can start at any one of the 15 screens so it's a high score challenge. This one, however, has one advantage: you don't

suffer the frustration of entering the first screen just to be killed off in the next.

Also, it's not a matter of passing over objects since you have to move the blocks around the screen.

You cannot jump so your sole way up is to stand on top of an existing platform which will boost you up to the first platform you come across. You can also level up by using a red escalator which moves automatically, so watch out for dangers all the way before you decide to use it.

Fortunately you are allowed to fall any distance in pursuit of your blocks but a second step may leave you trying to haul yourself up to the top again.



NAME: THE SPACESHIP INSIDE THE UNIVERSE

MACHINE: SPECTRUM-48K
CONTROL: JOYSTICK

FROM: FANTASY, £7.50

The renowned game Fantasy have Zigg against the villainous evil Koolothan who has found the Great Pyramid for evilness and is threatening to send the whole of creation down the Chrysopae. Ziggas has the task to take this lightly. He accepts the challenge to tackle Scimitus - but he only has twelve hours to do so.

Arriving on the planet of Phidias he has to assemble a bit squad of creatures. Details of these are found on the flip

side of the tape in the Backpacks Guide. They include such variations as the chained Double Headed Bear of the Swamp, the poisonous Goochy Bird and the disgusting Snailbot.

Zigg's backpack is a regularly expanding container of eleven creatures at the same time. Unfortunately they don't all mix along together very well - they may not mesh either - and they all require different diets. Working all this out as well as finding them is what the first part of the projected Backpacks entry is all about.

There's a lot of a huge underground water with lots of colourful fish - but there's a little fish on the ground. As Zigg goes hunting around it, just to



PCG HIT PCG HIT PCG HIT PCG HIT



Lode Runner

This title was a big hit some time back in America and Software Projects have been transporting their release of it as Britain as a Major Event game.

It's more or less very similar to Space Funnies. You run round a network of ladders and platforms collecting gold nuggets and steering clear of a gang of chasing rats. You can dig traps for them to fall into at a touch of a fire button, but unlike Space Funnies you can't then have the satisfaction of stamping them out of existence. You simply secure yourself a few moments' respite.

What Lode Runner does have are a few extra features such as invisible trap doors - and more importantly 150 different





M • SPECTRUM • SPECTRUM

The monsters come in all shapes and sizes from enormous dragon breathing fireballs to yo yoing spiders and d-gone dacks. Many of these can be defeated at will with your handy time delay bombs. There will only destroy the beast as it won't matter if you die or get accidentally.

As with any platform game there are different floors and this one has an extending platform which flashes and then disappears. All the moves that most scores require good timing to complete and with the time limit on each one you are continually under pressure to win quickly.

Bob Wade

shown above but these are just rudimentary tests and become very boring indeed. Even worse there's no sound at all in the program.

This is not a game which you could collect-back it requires patterned regions to be mapped and you have to be in order to work out the various combinations of animals you can carry. The absence of sound is a disappointment as the fact that Peggy's backpack is not yet convertible to submarine or baggy - we'll have to wait for parts two and three for that.

Backpackers is still going to get a great deal of use, and will appeal more to those with time and knowledge to spare.

Peter Conway



rent screens, although the Spectrum can only hold 71 at a time (the rest are on the other side of the 16:1).

The program also allows you to design your own screens (although it doesn't tell you how) and to write in the order of coding screens a considerable bonus when you're bored with the first half dozen.

The graphics are very satisfactory with large, single character men seen changing with other men. But the low cost presentation on that individual screen can be made far more complex.

My one gripe with the game is that there isn't enough variety. Once you've solved a few screens, the real fun is over and you're bored with the first half dozen.

On the other hand the vast size of the game can give you motivation enough to

complete that last screen. Projects have had a claim to the platform game and Adventure's another example of the success. They have not forgotten that to succeed in the space of a game, player's life and the new game contains some new features which make it fairly special.

I especially liked the violence which shows you who the on and some of the graphics are very good, especially aerial, but typically being

though not a classic like Top Gun. Adventure is for the 16:1, the on and enjoyable and you're really won't regret paying for it.

Bob Parrick

PANELPOINTS

Are there any programmers really interested in ideas that they have invented to combine elements of previous platform games to make new ones?

Answer, the majority are more than 10 into combination of Jet Set Willy and as for the subsequence - well, substitute them for spaces and you've got Frank N. Stein. The answer to say that Adventure isn't impossible, it is certainly a worthwhile game in its own right. The graphics are impressive although somewhat, while the 16:1 other difficult screens should prove quite addictive. Several nice bonuses things aren't too good.

Peter Walker

I found this rather more original and something of a disappointment. The Guide itself is a very clever idea, especially implemented with a great deal of imagination and humour. The game, however, suffers from being too long and from the dull arcade captions.

Certainly it is a complete and well-told story but it is not a game, but I found the characters lacking in life. On a brighter note, the graphics are good and there are useful options to save your current position.

All in all, I wouldn't particularly recommend this game - not although I shall provide

PANELPOINTS

to my difficult decisions, I won't be holding my breath for Part Two.

Steve Parkers

Long awaited game idea, and frankly of a big disappointment. The graphics are of a good standard and explain is good with but there is a total lack of spirit - why?

There isn't much to do and it has more than most of what is experienced in the other two games in this series.

Let's hope that the other two games in the series are of a better standard.

Martya Smith

PANELPOINTS

One talented and fifty screens (10 to be given out) of reward for a platform game.

However, this will set up valuable money, which is more than a drop in the standard of graphics. The characters are small (although they move smoothly) and all the screens are made up from a few basic components. Sound has a restricted to the odd beep or squeak.

Despite this, the game is very easy to play and each group of 10 is enjoyed in its own right. (Killer alien - demands will particularly enjoy being able to kill this monster great fighters without losing a life.)

It is the sheer size of the program that is its impressive. Anyone who actually finishes all 150 screens will get five free diamonds (although at the very least, while the rest of you are working, can enjoy what is truly a rewarding game.

Peter Walker

This game is especially remarkable because it has been built in which are virtually unknown in the software industry. An immense, almost ridiculous Software Protection Card which would be impossible to copy even for the most diligent pirates, and every significant component is hidden.

The game itself is extremely addictive with a huge number of screens and some (almost) if small graphics. Four characters you select manually and design has a subtle distinction to prevent a character of his own. Software Projects have a game over board on the screen but given the other points of the game and the almost memory limitations these would appear they can be forgiven for that relatively minor slip.

Code Future is another winner. All in all of your part.

Bob Parrick

keep talking to your Rand all the 16:1 ending and the game will take 11 weeks to complete!

The play is by no means easy. It is easy to get to good and the huge number of gold nuggets on some screens take a lot of collecting.

I've never seen the Commodore 64 version, so I can't compare them, but I

suggest it is a rare feature. At least an interesting in this country.

Meanwhile the Spectrum version will deliver nicely through.

The programmers at Software Projects tell me they haven't stopped play yet at work.

Chris Anderson



BUG-BYTE 

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GIFT FROM THE GODS



GIFT FROM THE GODS

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- Discover the key to "AGAMEMNON'S" puzzle, through the power of Intrigue and Illusion!

TRAD • COMMODORE 64 • BBC •



NAME:	
SCORE:	
CONTROLS:	
DESCRIPTION:	
PRICE:	

GAME: STAY BOSS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: MICROSOFT, £5.95

A cracking game the cracking get it. It's never mind! Stay Eggs is an original game from Microsoft which combines a shoot 'em up with a platform game. Characters from outer space are heading towards earth intent on destroying it.

Before you can get to the eggs, you must destroy the gaschen ships—there is one on each screen. This done you can reach the molecule.

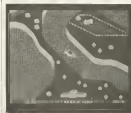
To manoeuvre around the platform

there are ladders and sliding escalators and on the later levels, steps. There is a transporter BB on the left hand side of the screen to get you up and down.

There are also guns around the screen which you can use to shoot down the occasional monster which hatches. But the rest of the game is to crush the egg over the head before it hatches and releases its spawning.

Control of the characters and the various machines is with the joystick and although this may sound hard, it is just a matter of positioning and then pressing the fire button.

If eight space craft hatch and escape the earth will be destroyed before your very eyes. Less than eight and you will



GAME: JET BOAT
MACHINE: BBC 2
CONTROL: JOY
FROM: SOFTWARE PROJECTS, £7.95

It looks like joyland when you first see the boat (jet or not?) ready at the start, but it is the Pole Position like boats you're racing against here.

I found it remarkably difficult to manoeuvre my craft in some time but when I finally mastered the technique I did wasn't very good at all!

After each lap you complete there is a little water city and you're off on the next lap Motor chugging away fast time you're faced with more hazards, and they keep breaking with each lap of the race!

Marker laps could support ducks, rocks, and boats and even alligators attempt to make your passage that much more difficult.



NAME:	
SCORE:	
CONTROLS:	
DESCRIPTION:	
PRICE:	

GAME: GEOMAN
MACHINE: BBC
CONTROL: KEYS, JOYSTICK
FROM: SOFTWARE PROJECTS, £7.95

Software Projects seem to have the money track of producing more and more platform games. This is another one.

For those of you not looking for original entertainment as Pyre I do well to say this. An endless amount of screens with ever increasing difficulty and after you're completed eight, there is not a lot to be done. Since they just repeat themselves again, and again.

be overboard! Escapable from the cut-throat which there experienced!

If that's the sort of thing that keeps your ball then you may like the game. I found it pretty dull—like the gaschen and the mouse.

Price Cannon

NAME:	
SCORE:	
CONTROLS:	
DESCRIPTION:	
PRICE:	

GAME: JET BOAT
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Marker laps could support ducks, rocks, and boats and even alligators attempt to make your passage that much more difficult.

Little Ledge: the guy who's got to do all the climbing, has got a myriad of routes to contend with, including sea land barrels (they'll be falling next?) numerous mines and traps and post-lane gaschen, which comes in various shapes and sizes.

The previous stories Ledge's got to get on all while thinking and aware which makes them very to identify with for some of us eh? The rest of the graphical characters are nicely detailed but rather boring.

The various traps in which you're attacked, have at least got some originality such as snakes destroying the platforms as they fall.

GAME: CRIBBIT
MACHINE: AMSTRAD
CONTROL: JOYSTICK, KEY
FROM: MICROBYTE, £5.95

The world goes the game away and a very good version of Q*bert it is too. In common with past incarnations of the bouncing creature, CRIBBIT is a round fellow with an unpleasantly large back end. His only task in life is to bounce around the blocks of various '00' sizes

GAME: HUNCHBACK
MACHINE: AMSTRAD
CONTROL: JOYSTICK
FROM: ANDSOFT, £8.95

I never really understood why Hunchback was such a hit with you gamers here, and this conversion hasn't brought me any nearer to solving the mystery.

In case anyone doesn't know what the game is about, here is a brief summary of the scenario. Hunchback must rescue



AMSTRAD • COMMODORE 64

PANEL POINTS

to be included it should have been improved. Despite this, it will stand the game out as the leader in this kind of racing challenge. **Bob Wright**

The graphics depicting the horses and the other characters are a little outdated and well-accepted. For example, the ducking movement is very smooth without really flickering.

With these difficulty ratings in my view, though I'm biased, in my opinion some people may find a challenging challenge for the game, but no disappointment.

Frederic Marshall

PANEL POINTS

exciting, addictive, exciting and probably enjoyable game than I believe you'll have the game well done. If you do, then I believe you're in it at your best opportunity. **Bob Wright**

The task as being to land. I was extremely thinking that it would be a major problem.

One interesting and not my least, about. As it is, it's only ok. The controls were quite confusing to start with, but it was not too bad, and I really liked the one I had, and my first time on it. One useful feature was the level's ability to cross land, go through churches and cemeteries. In fact, even anything in its path. James Bond never did this. My main problem though that you only get one cue to terminate. Surely, for the amount of time it takes to land, they could have added something. **Simon Rogers**

you'll be able to control the horses into places and such more.

Each screen is an arrangement of platforms, conveyor belts and ladders. Roger has to work out how to get all of the keys before getting to the self and reaching the real screen. It's not easy. Graphics and animation are very good, but the musical accompaniment is a bit out. Nevertheless, a creditable version of the game. **Peter Connor**

GRAPHICS	★★★★
SOUND	★★★★
CONTROL	★★★★
ENTERTAINMENT	★★★★
VALUE	★★★★



THE GREAT ESCAPE

have a fighting chance of survival.

The graphics are quite good, especially by the standards of yourself and your competitors. But the numbers' best advantage was they are hatched and then drift out of the machine. A bit more action wouldn't have gone amiss.

The sound though is brilliant. There are three different tunes all of which leave you tapping your foot, and humming the tune for the rest of the day.

The game is unbelievably addictive — only a blown fuse should prevent you from continuing. Let's hope Microsoft can continue to 'hatch out' more games like Star Eggs to keep us on the ball!

Adrian Ogden

The land you pass also gains health rings, while passing trees and mountains which all further the distance.

Scampering into the lead (well, actually you seem to go through it) slows you down considerably. The ultimate distance occurs if you run out of time on the course. The top score gives a double and that's the end of that game.

I felt I had to have just one more go just to finish yet another lap, so I guess it was addictive.

The town graphics, high score table and the rest, definitely a good one for the family on your Sunday afternoon.

Richard Holmes

GRAPHICS	★★★★
SOUND	★★★★
CONTROL	★★★★
ENTERTAINMENT	★★★★
VALUE	★★★★

There is a lot of noise going on in the background. A few (wow) AND sound effects. But both, or either of these can be shut off by simply pressing a key — short luxury on the noisy Bob! What I found interesting was the fact that you could get to the next level by pressing the 0 key. If you do decide to pull the pin, you'll notice your score goes up as if you'd finished the level properly. I managed to go all 100 km away — good 'head'!

Anyway, after all's said and done, a reasonable platform job which wouldn't look naive on anyone's shelf but might never get played.

Richard Holmes

turns, changing their colour as he goes.

Trying to stop him are four the girls — a single jotted eye — and Dolly the spider. For bonus points you can steal Dora's business, but this is a very dangerous play as the hairy beast gets very very angry. Catching balls and a black hole appearing at random are other little difficulties. It has to overcome.

All the role of the structures are two transfer for rings which provide a means

I immediately liked the graphics, especially all the work moving through space, and the way your consciousness climbed the ladder.

I had no complaints about the handling screen, although I found the ship rather difficult to control in the space screen. It didn't turn around too quickly. Overall, I was impressed!

Jeremy Fisher

The eye-flicking, multiple-making part of this game is great and you have to be careful to stop every one of those eye-flicking. The space ship can't get too close to the other ships through each other.

After a long and the challenging, something complex for a few minutes designed by me, and started to play the game. Unfortunately, an airplane, the game falls down very, very badly.

The core of the game falls down to simply steering your boat repeatedly around the same course with an increasing number of obstacles. This is a shame. **Simon Rogers**

The always had a fantasy about speed boats. I was just imagine myself sitting in one, steering at high speeds, and some. Customers were looking like something out of a James Bond movie.

For tonight there is an alternative. It's about the best I've all the and almost of a high speed race race against the clock with great graphics as well. If you don't want that, though.

GAME SLUGGER

MAKING AMSTRAD

CONTROL: SIMS, KRYSTIC

FROM: ARGENTA, £7.95

This game first appeared on the Commodore 64 many months ago, was converted to the BBC and became a POG Hit and now finds itself retransmitted on the Amstrad in a very creditable version.

There are twenty screens, repetitive music, and what the black hills is a vast array of killing enemies. The black's right too. As Roger the Dodger, the red-headed bouncer you will be confronted by each successive night as disembodied mouths clanging at the jet to drive

of escape back to the starting point and can also be used to lose Coby and Boris to their doom. This game is so excellent. Great class with beautiful graphics and good sound.

Peter Connor

GRAPHICS	★★★★
SOUND	★★★★
CONTROL	★★★★
ENTERTAINMENT	★★★★
VALUE	★★★★



GAME: HORSE LORD
MACHINE: BBC
CONTROLS: KEYS, JOYSTICK
FROM: CRYSTAL BALLS

For the producers of *Roobot Raid* and *Snapper*, it'd say this was a real low-level. Century claim it's a colorful, easy but not obsolete but the point of a game is in the playing.

Colossal? Yes but in a sort of chunky unsophisticated way and the gameplay is in so many ways to give you to the keyboard.

Zany? Definitely. You control a green blob in this a white spider who forest with

a great deal of imagination down a look anything like a life form.

Anyway, the screen appears, with you the blob at the start and you follow a little track around until you reach the center of the screen where the message you is carrying is to be delivered. Once this is accomplished you start all over again with different obstacles.

These obstacles consist of water spaces which have to be jumped and food soldiers who have to be killed. When you reach one of these on the first screen it dissolves into a larger open extension of you and either your opponent or water causes with the water being far more deadly. You then have to



GAME: DIG DIG
MACHINE: BBC
CONTROLS: KEYS, JOYSTICK
FROM: MICROPOWER GAMES

Have you ever been chased by an *Dugdig*? No? Well it's so that I can tell you. In this *Dig Dig* derivative (what a mouthful) they're definitely out to get you.

Taking the part of a wizard who's tentatively decided out in red with white spots, you dig your way around collecting various charms. Why he needs them in a mystery but as we know wizard's wigs are used and wonderful and even is not to ask silly questions.



GAME: CAVE MAN
MACHINE: BBC
CONTROLS: KEYS
FROM: WALKER SOFTWARE GAMES

The first and probably most important thing to say about this game is that you mean it's decorated by the packaging and the blurb. This game isn't a conventional arcade either it is a light-hearted educational package aimed at kids of about 10 years old.

You are cast in a cave first in *Hell* and you must move along the Devil's Canyon if you wish to escape from the clutches of Satan and go live. Along the

way you will encounter some rather strange people (servants of the Devil?) and these will try to trick you. Then they do by setting you a problem.

For example *Raven* *Scammer* will ask you to add up a string of numbers and type in the answer in a set time. *Clown* *Crusher* attempts to crush you with a crane and to stop him you must find a letter on the keyboard. *Lenny* wants to tell you on right so you need to avoid his lightning and this is made a matter of luck (but judgment).

Bob has a *Blind* and you must shoot it in order a minute or so before a life. *Paul* the *Hammer* is a raving madman and he wishes you to open one of three boxes to



GAME: EWGEERZ
MACHINE: BBC
CONTROLS: KEYS
FROM: SOFTWARE PROJECTS GAMES

This one was written by *Mad* *Newton* and his of the excellent *Parsons* *Boyer* or *Zepherus* bears no relation to that name.

You guide a space craft round a mass of which you can see only a small part at

any one time (it's 100 screen big). Your aim is to pick up 12 crystals which will allow you to escape the mass.

Handling you do note see a series of random noise of them of changing shape but usually you can blast them out of the way.

One which is pretty hard to get past operates its own thinking capabilities all over the place. Another sends out powered probes in two dimensions and you have to trace your approach and avoid



IRON • BBC • ELECTRON • BBC

kill or pump and if you manage it you're back to the track and on to the next obstacle block.

The nasty little foot soldiers (yellow blob) with spines appear in several different locations. With a bomb, without a bomb and with a bridge but this doesn't make much difference to the gameplay since all you have to do is shoot them with an arrow and carry on to the later levels; you even get two or three of them attacking at once.

After you've managed to pick up the other obstacle keys and work out what to do the game becomes rather easy if you're lucky and you begin to wonder why you're bothering. **Samwise Hoopes**

This member of the magical bewitched crew with his a crystal ball which in disposition can be thrown at the invading Ugrugs.

Also staves around the screen are also juicy apples which can be toppled or pushed into any close pursuers.

After wandering around the screen for a bit you may find that the backdoor frame has opened into a no-colour hamburger and if you eat it the screen turns red and the Ugrugs will be frozen in their tracks.

This is all very well, but when the Ugrugs are back at bay, the wizard must play and these little balls with piggie yellow eyes are just as mean as the first lot of monsters. However you do encounter points for the seemingly pointless task of holding off one lot just to face the other.

Next a lot changes from level to level except the colour of the screen and the madness of the monsters. There's the option of listening to the musical ditties

we'd) contains a bomb. This is a matter of either pure luck or plainvoyance. There are a whole host of further levels to be found.

As a game Devil's Conspiracy isn't outstanding in fact if it was being sold purely on the strength of its game play you could guarantee that the consultants we did have quite a few papers left over. However the strength of Devil's Conspiracy is not as a game for home use but as an educational tool in primary schools. It is a valuable program that tests memory skills, mental arithmetic and keyboard familiarity in a way which is relatively enjoyable and not overwhelming. **Rob Patrick**

cardinal. The background graphics however, are much less interesting.

I really enjoyed playing this game and found my fingers itching to map it out. The only thing is, I don't think it would take the long to solve. **Chris Anderson**

Graphics	4
Sound	4
Control	4
Playability	4
Value for money	4
Overall	4

When I heard the title for the game I thought that I was about to enter into some epic quest on a world where ordinary things would find anything new available for the BBC. I should have realised by now that corporations do not always tell the truth.

Supprisingly based on a novel, I've never heard of Mars but it's basically a game about the clock and is riddled with some fairly positive incidents. Having fought various enemies I kept wide track and reached the end of my quest where I knew I should have landed and no amount of thinking or wishing could save me.

Recently, there's been a surge of Dig Diggle Dig-type games so I expected this version to be just another limited time - to-kill, but it is a damn above the rest.

It is a shame that a ball of fame or even a high score feature seems I've missed for the whole creation. Inevitable, Dig Diggle Dig's great graphics and the other achievements of this game should keep you occupied long enough to come.

Stingo Hughes
The game deserves a place on the shelves of every level coder in the land. It is a

played or mental science as the little wined wizard around the screen.

The game is not particularly well presented, there's a run like screen and no high score table. You'll have to record those magical high scores yourself.

Finally I was spoiled. A series of computer challenges with little prizes and prizes to make the most points. Hence for a computer game I've seen for months.

The screen is white you're supposed to dodge a lightning ball around, there's a possibility to predict where it will strike. The blue game is pointless and the addition was about as original as they get.

If it's back up it's for babies, what are they doing with this? A weekend spent on the BBC? Dig Dig Dig.

GAME: CRYPT CAPERS
MAKER: BBC
CONTROL: KEYS, JOYSTICK
FROM: SOFTWARE PROJECTS, ET 95

There must be a thousand and one games like this on the Beeb. You move round a maze collecting keys and then wait for a dialing or shooting the monsters.

Some monsters turn into other more

PANEL POINTS
reviewing the machine and thinking up titles

Rob Patrick
The author of the game is Jonathan Gaskell. Does that ring a bell? You'll be the most familiar name to the Stingo-Booker-Burton-etc. etc. etc. etc. etc. etc. etc. Well, this does involve a original bit of - no boring.

It falls down badly on playability even though the presenter bit and the graphics are pleasant enough. What's happening to you Jonathan? Give us another book, a copy of an outside game.

Stingo Hughes

PANEL POINTS
addictive and a thoroughly good game. The colours are bright and attractive, the animation is smooth and the sounds are very nice. Anyone could make a reasonably good game out of this.

The game has a number of levels and those Dig Diggle Dig and very a feature of it too. You'll really get bored and a good way to spend the time just for the way it's done.

Rob Patrick
The graphics are fairly impressive - the why Mars was split enough to get my money playing. Also the game is a reasonably addictive and would play it for hours.

Stingo Hughes

but what does it matter when it's all so addictive you can't play for hours?

Samwise Hoopes

PANEL POINTS
be compared to the rest of Hell's work.

Chris Anderson
Pucker (pucker, pucker, duck, duck, duck, digging, leaning, boring, would probably have up the game really.

Almost a month for the programmer, disappointed if it's played this game in front of a machine, let alone paid for it.

In fact, if World's Software makes any money from this game, I must seriously consider going into the software business myself. I could become a millionaire.

Stingo Hughes

as when hit Standard graphics and sound.

In my view Software Projects should really have put this in their cheapo range, then they'd have been worth it.

Chris Anderson

Graphics	4
Sound	4
Control	4
Playability	4
Value for money	4
Overall	4

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AGON • ORIC • DRAGON • ORIC

GAME: CATHOLIC

MACHINE: ORIC

CONTROL: KEYS

FROM: NO MAN'S LAND, £7.95

Despite being in the middle of the Middle Ages you can stop remarkably dry with *Catholic*, which again features a clever title has nothing to do with the game.

In your unopposed warship you have to cruise around the sea looking for submarines and ships to sink while trying to stay intact yourself. To sail you in your tank you have the usual controls.

Perhaps shows you your speed, direction, and firing situation. A

more detailed account of your ships status is also available telling you what enemy ships you have sunk so far and what status your own vessel is in.

Larger, more informative displays of your table (submarine location) and radar can be used to target your weapons on the enemy.

You can use depth charges and grenades as submarines and cannon on other ships. You can also blast planes out of the sky with your machine guns.

For subs and ships you first need to find the enemy vessels. Coordinates via the radar or radar will then launch your attack, which in the case of the ships also has to be targeted by a screen cursor.

You can zoom under the down all the opposition and, if hit by a sub's torpedo, you need to quickly get in your boat, and fire pumps to save the ship. Four hits or four torps and you'll be on your way to the bottom.

The game is very fast moving and much quicker than even a real time simulation so there's always plenty of action. Unfortunately, it is sometimes too fast and you have little chance to intervene as you are sunk or again.

The sound effects are loud and disturbing and add to the pressure of the game.

All in all, if you've got a limited amount of money, there are better games around. **Bob Woods**

GAME: ICE CASTLES

MACHINE: DRAGON

CONTROL: JOYSTICK

FROM: MICROBELL, £8.95

Crystal Castle from the arcade is making its debut this month on both the Psion and the Dragon, although this is not as good as the arcade game.

The scenario is an actual, with Beverly Bear in the castle collecting gems while being harassed by monsters who are either attracted to the precious gems.

Each level is made up of three diamond-shaped blocks which form stairways, platforms, and ponds, all lit with gems.

The castles can be confusing though because you can go down a pathing behind a wall but your figure remains in view. Until you realize the perspective is apparent to be wandering about in that air. This can be very disorientating even if the hidden paths are clearly for escaping from the castles.

Given enemies, both the which, boss and bear are all very bad for Beverly's health but can be opposed with the use of a magical hat. It appears from time to time and you can pick it up making you invulnerable for a time.

To complete each screen level have to get all the gems but the bonus can not take it well you have to clear the

last one yourself to get the bonus. Beverly's hunger for honey also brings disturbingly grabbing a honey pot for extra points.

Other useful features in the castle are lifts which can get you to out of the way gems and special doors which, if you can enter them, will take you to a higher level.

The sound effects are very good, so you can hear the total disaster but what happens game just for the sound?

The main problem with the game is in the control. When making around the game it seems to take a while to get used to and occasionally whips you around corners and obstacles. **Bob Woods**

PC HIT ☆ PC HIT ☆ PC HIT ☆ PC HIT

Trouble in Store

That is the first Oric game I've seen that comes anywhere near providing the sort of challenge and fun given by arcade adventures on the Spectrum.

The game takes place in a department store called Harbridge, a name which the Oric enthusiasts in its staff know when you begin play. You are the new store manager and your first day at work has been so hectic that it has left you with horrible nightmares: your attempts to empty the cash registers are constantly frustrated by hostile goods from the store's 32 departments.

On each screen you first have to collect the keys you can get to the till. This usually involves getting to the top of the screen for the key, back to the bottom for the till and then back up to the top to exit to the next department. All the time your prominent prospects are demanding and may even drop so low that you die.

Controlling the manager is very simple: left, right and jump. And here we must mention a rather curious feature of the game - you can take off from the air. This certainly makes things a lot

more difficult in this game (and, worse, to have the money book of walking on the air). However, once you get the hang of this, the game becomes a beautiful performance over the

the characters, namely you and the fatal store items, are simple but colorful. As regards sound, you can either have some rather strange effects or one of those tunes that begins to make you appreciate it while.

There are a large number of screens (32) involving your approval and the game is well presented with high screen levels and options.

Andrew the Marmoset

Despite the strange jumping control this is an extremely enjoyable game and with 32 screens it's certainly no push over. The colorful goods can well drive

and pleasantly breaks legs. I think the tone and even the sound effect of grabbing the key or till has a nice metallic ring to it.

The attempt of speech is loud and it is actually understandable, it is a little pointless. **Bob Woods**

How about that. At last involving platform games on the Oric.

There are enough screens to keep you keeping your fingers for exercise. In fact there are so many it's a pity you have to solve yourself an impasse. The features means that playing the game is bound to include plenty of frustration once you get stuck on a screen.

I enjoyed the variety of different screens. Indeed all the graphics are pleasant and the sound gives a sharp edge to the action. Definitely a winner. **Chris Appleton**

issues, but they seem to be leading the normal rules of each game.

Each of the 32 screens is a different department with the necessary double-consumer dummies on the manager. At various times you will be squashed by an area, blasted by a manager, sprayed by a camera and an air dated by the pen.

Clashes and an emotion are excellent and the sound makes very good use of

the Oric's loudspeaker.

While *Trouble in Store* might not get far for *Willy* any trouble in a Comic of the Year contest, it is certainly one of the best and most enjoyable games to have appeared on the Oric in recent months. Let's hope *Clapham* can keep up the standard in future reviews. **Peter Coombe**



• DRAGON • ORIC • DRAGON

I liked the sound on this game: the static and rattle noises were very realistic. The graphics weren't bad either, but I didn't find it too playable. There were a lot of things to do, but they all happened so quickly that I didn't feel I had a real chance of taking on the enemy and winning.

Still, it's got about the only Master-Killer-style game on the market: you'll suspect that seven years before the next might give you a better chance of primping a videogame.

Peter Cooney

What was it about getting away that felt

PANEL POINTS

panels outside it float at the same time. You had to wait your turn and then see whether you were hot or not.

I found it somewhat difficult to steer both our planes using the rubber joystick, but the rules are very logical: indicated on the display depth and direction.

Unfortunately, the general situation board uses a dark background with green writing and a fairly intelligible, but not too colorful, system on that end.

The basic concept of the game would have been OK, if it had been executed better, but as it is I'd suggest it

Some other features:



This felt like feeling pretty good. Although the graphics looked a little grainy, they felt like they turned out to be surprisingly flickery and unclear.

Controlling the figure was very straightforward: pull on the joystick whenever you want to move forward, a feature which brings the whole game into the main game.

Peter Cooney

A 3D variant of slot-gobbling. It's fast with really good sound effects, but apart from any more by accident, you can't use the impressive control.

However, as it is the most popular, the

PANEL POINTS

different ones each require a different strategy. If you can get used to the strange graphics display, in which characters represent birds, most when they're full and balding, you may find a few hours of an interesting time.

Gina Anderson

The control on the game leaves much to be desired and although it's a sound game idea, the way it's presented definitely isn't up to scratch.

Flickery, eye-straining graphics and not a lot on the sound front. I wouldn't recommend it.

Some other features:



PCG • HIT • PCG • HIT • PCG • HIT • PCG • HIT •



• Most of the game's graphics are on the left.



• Top-down view of the dragon in the game.

GAME: DRAGON IN STORE
MACHINE: ORIC
CONTROLS: KEYS, JOYSTICK
FROM: ORPHEN £5.95



E 64 • MSX • SPECTRUM • DRAGON



GAME: TAGGER
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: MICROSOFT, CP PAC, £12.990

The action is so frantic in Tagger that it comes as a surprise when you notice that all you're doing is eating in the barman's hot spots. If it's non-alcoholic why are all these people rushing back to qualify for more? And then you realize that this micro version of the recent arcade game has been cleaned up for home consumption in three days of madly the liquid flowing out of the taps was beer.

Whether your poison through the

game's very attractive graphics and can prove frustratingly competitive to play. You take the role of an American bartender doing his best to keep his customers satisfied.

On each screen there are four possible bars running from left to right. At the ends are the beer - sorry, soda - taps, where you wait your group bar and deliver with gusto; are purchased. You move up and down filling glasses and collecting money with ever increasing rapidity.

The first of the four screens is the third Westcoast Micro and Sharp hardware came a step-up in their enormous manufacturer quarry in microculture. You fill up and along the glasses - of soda



GAME: BILLY BLASTER
MACHINE: SPECTRUM
CONTROL: KEYS, STEER
FROM: POWER SOFTWARE, £2.95

You are cast as Billy Blaster, supposedly the sophisticated cousin of Billy world, who as well as being remarkably witty and intelligent is also gifted with Superhuman Strength Underpin "Comically Intensity" test.

From a laser beam style cosmic ray and landing graphic we find that the game is a simple looking platform and life after platformed by men with around nine and scattered with various objects such as a bottle or old style cooking range or telephone and what I

suggestive white pump.

You must survive Billy's attempt to attempt to rescue a fellow fly from the rapidly flooding basement. This you do by using the lift to move between levels and using paralytic food to secure your vapor strength.

You accumulate points by moving the various objects and knocking over your various walking adversaries. However you must be careful not to block your toxic areas; there are fly paths hanging down and if one of the objects gets it and up with these you can't get past, possibly blocking your route to the food.

Generally Billy is a nice enough game with some fairly pretty graphics and a comparatively original scenario.



• PCG • HIT • PCG • HIT • PCG • HIT • PCG • HIT



GAME: WORLD-OF-FLIGHT
MACHINE: DRAGON 32
CONTROL: JOYSTICK (2 KEYS)
FROM: MICROSOFT, £5.90



World of Flight

Yes it's another flight simulator program. This one's a little bit different being "view" oriented - this means that you're supposed to be able to tell where you are from the view out of the cockpit window. The landscape is shown using the presently popular wire frame graphics, looking remarkably similar to the successful Amstar program on the

MSX series.

The first problem you're likely to have with this game is the need for two potentiometer joysticks. The rationale behind this is that having throttle/rudder on the left stick and elevator/ailerons on the right stick sticks makes. This is all very well if you can find two joysticks, but wouldn't optional keyboard controls have been better?

The area through which you can fly your single motor push-prop plane is quite extensive, consisting of nine "worlds" or 21 x 3 grid. Each world has a



different type of landscape such as mountains, Kansas city, heavily air buildings, Arabian Gulf and the Polar Ice Field.

At the start of the simulation and whenever you crash you may alter the weather conditions and choose the world from which you'd like to take off - useful in case you can't keep the aircraft aloft long enough to get from one world to the next.

GAME: HYPER WIPER
MACHINE: MSX
CONTROL: KEYS
FROM: EDMA, £7.95

This game somehow manages to be quite competitive despite the many drawbacks a labours under.

It's a mean game - or a very labyrinthine game in the dark preference and it.

The figure you control is a half-wings, tail-prop boat which has a somewhat peculiar. On the menu are the various vapors making them very around the labyrinth - guide them up from the rear for a really busy meal. You can also

maneuver fast for bonuses and overcome the odd trap.

Hyper Wiper has very little in the way of originality or graphic interest - and the scrolling is truly horrible, especially if you choose a faster speed. Yet it is fun to play and gets very exciting after a meal or two. It's essentially Pat Mac



SON • COMMODORE 64 • MSX

—does the bar provide it when you get a drink before they reach the end of the bar, you are grabbed toward the back and get the same routine, at a different place.

If you can clear the bar on this screen you move on to what the instructions call The Jack Bar. British players may find that a little confusing, as the title does not mean a wee whig of Scotland, but a place frequented by sporty young American jocks.

The bars that come are outside and the customers, each having boys and girls, are more numerous, arriving in fives and threes. At this stage things can get better than during time of The Ravens bar and you'll be dying for the ball to get those under-aged socks-boomers out.

Though you won't find any startlingly original game concepts you won't end up missing the lack of new systems. There's not to say you might not end up wanting to throw your Spectrum through the nearest window. The game is hard but perseverance will be rewarded.

An interesting aspect of the game is the foreign language feature. Instructions are provided in three languages—French, German and, of course, English—and you are even told you are dead in the language you select. Does this mean that we are to become a nation of polyglots? Well, it is nice to be able to say, "speaks in Swedish, looks fit and out of control." **Rob Patrick**

The two other screens feature a Punk Bar and Space Bar, the latter double-hungaried by alien women who present a supply of socks but run out in between screens, there is a bonus game where you have to decide which of the socks ones is empty after a really nice has switched them around.

Tapper is great fun to play and has genuine music, stretched graphics, plus some atmospheric music. Unfortunately it only has four different screens. Despite the exciting action, this certainly means that it can't rate very highly on lasting interest. Tapper might be one to stick to in the machine where you at least get to serve drinks or control of that tacky sock.

Peter Connor

GAME: ASTRO ATTACK

MACHINE: AMSTRAD

CONTROL: KEYS JOYSTICK

PRICE: AMSTRAD £8.95

Well, there you are at the bar of the Rabbit and what does it turn out to be?

You guessed—a maze. The game is as boring as the cooking. You police around on your ship shooting other ships. You move very slowly and the customers are pretty cheap. **Peter Connor**

GRAPHICS	4
SOUND	4
PLAYABILITY	4
VALUE FOR MONEY	4
OVERALL	4

PANELPOINTS

Here's a bad game, but I can imagine getting bored with it pretty quickly.

Simon Rogers

Being a super-bleh-bleh doesn't really appeal to me, but the game does. It's extremely difficult to beat—and has some nice ideas contained within its simple concepts.

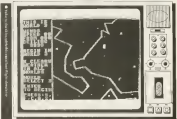
The opening level is good and it gives a nice touch to put the multi-angled option into the game. It is certainly tough since I didn't manage to finish even once during my playtests. Can you tell to push off that weak, weakly cartridge? **Rob Wade**

PCG • HIT • PCG • HIT • PCG • HIT • PCG • HIT • PCG • HIT

The traditional screen layout shows your cockpit view at the top, and some instruments at the bottom. Again, these could have been improved by being proper gauges instead of numerical readouts—this from somebody who still thinks digital watches are a pretty nice idea!

The rear-view gas gauge forming the panorama view out of the cockpit tend to be very ugly, but are nevertheless very expressive. Use of the cursor keys also allows you to look up, down and sideways, so you won't worry about missing those important landscape features.

Though leaving scope for improvement, this is an extremely good flight simulation and it will work consistently. It offers all the normal features plus many extras. And more, if you would care to look in your left, we are passing the Duhggen Test. **Mr.razzjetty**



created with Double, but good computer games need it. **Peter Connor**

GRAPHICS	4
SOUND	4
PLAYABILITY	4
VALUE FOR MONEY	4
OVERALL	4

GAME: FIRE RESCUE

MACHINE: AMSTRAD

CONTROL: KEYS

PRICE: GAMA £7.95

This is a very dull game indeed. It's tedious and pointless other than which you have to rescue cats from the

blazing fire. **Simon Rogers** and **Peter Connor**

GRAPHICS	4
SOUND	4
PLAYABILITY	4
VALUE FOR MONEY	4
OVERALL	4


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RE 64 • COMMODORE 64 • COMMODORE 64 • COMMODORE 64

GAME: FORT APOCALYPSE
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: US GOLD, £9.95

The first thing to be said about this game is that it's not easy. Not that you'd want it to be, but I found it infuriatingly hard to get the hang of. Once you've done that though, you're faced with an excellent shoot 'em up/cock 'em up that has something of *Scramble*, *Alien*, *Manoia* and *Chaplin* in its ancestry.

Your mission involves flying along a jagged landscape to the portals of the Draconic caves, entering, the depths, rescuing 18 stranded men and finally destroying the dreaded Redburn. Fort

Apocalypse

You start off by fueling your tank—yes, you're a gas-guzzler, helping yourself too. Using your Navlines—a radar screen at the top of the display—you blast your way to three cave doors. Android-controlled robo-choppers will confront you as the red white on the ground the Redburn tanks emit a stream of deadly guided drone missiles. These things are very tricky to avoid, and the tanks themselves can only be destroyed by a direct hit on their tracks.

If you can survive all this, you'll fly around your cave base through the cave doors and enter the underworld. On the first level, you must rescue one man.

On the next level down, the Crystal Ice Cave, you have to rescue a further

two men before you can get through to what the program notes refer to as the heart of darkness, Fort Apocalypse itself, which is destroyed by one well-aimed missile from your rocket-copter.

Unquestioned there are the same dangers as those, but they are fewer in number. However, you are now faced with a series of double doors and dangerous chambers. Figuring out how to deal with these requires a small effort at getting into the caves in the first place.

Fort Apocalypse is well presented, but suffers from flickery graphics and less than smooth scrolling. But, despite these drawbacks, it will give a lot of pleasure to supporters of the old school.
Peter Coombe

GAME: THRUSTA
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: SOFTWARE PIONEERS

A conversion from a Spectrum game with some novel ideas but not really enough ideas to keep you at it for very long. Some nice graphics in the main text, but very repetitive sound.

Police Chase



GAME: AD INFINITUM
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: LASCHEP, £9.95

Just think of it, 256 different attack moves in this shoot 'em-up! Sounds great and you realize that there are only about six different attack PATTERNS—and even these aren't very impressive. Pretty boring.
Chris Andrews



GAME: COMBAT 2194
MACHINE: COMMODORE 64
CONTROL: KEYS
FROM: DUREL, £9.95

Not as good as the Spectrum version—which we made a bit of a howler. Without the spectacular 3D effect to spur your interest, the awesome complexity of the simulation is likely to prove too much.
Chris Andrews



PCGGHIT PCGGHIT PCGGHIT PCGGHIT

Spy vs Spy

There is a game based entirely on a comic strip that appears in the popular American magazine *Mad*. In the cartoon, two spies are forever breaking every bomb-dyslexic, game and other deadly scenarios to defeat one another and walk off with the proceeds.

Beyond are marketing the game which faithfully reproduces much of the exciting action between the White Spy and the Black Spy.

Sounds interesting? Here's how it's done. Firstly a special routine has been developed to allow both players (the two spies) to see exactly what the other is doing.

There are two major options: two human players with two joysticks, or one player against the computer, which has a variety of rated figure levels.

The basic idea of the game is to control your spy. Landing the four scrolls and the briefcase in which to carry them.

They are scattered around an arbitrary of between an and 32 rooms and are hidden in a variety of places behind TV's pictures, filing cabinets or under man's other objects in each room. When all are collected, the spy must find the special entrance and from there he is

A very interesting program, which—except for a few bugs—really did have some of the flavor of the cartoon. (Hard to say I found it any too easy to play, even on the lowest level, it's obviously far too easy to be a spy.)

Remember, where the spies walk the enemy's cameras flash each other over the head are very funny, but I never quite got the hang of laying these booby traps.

Bob Weeks

All that there is an arcade style game where skill is more important than good reactions. Don't be put off by the lengthy instructions, this is a great game once you get the hang of it. My seven-year-old brother was picked to spend time in it.

The graphics are excellent. The voice of the spy, made by Barry Manilow's look-

PANEL POINTS

How easy?
 Two players being able to play the game simultaneously is a special idea. I could not wait to play until a demonstration made it day!
Steven Filby

An entirely appealing game. Lots and lots of new and imaginative ideas, the best of which was two people playing simultaneously in different locations. I played with brother every time the computer walked into one of my traps every time.

It's incredibly difficult to beat but excellent graphical animation, plenty of new cartoon-style toys, and easy on the eye original music made every moment really good fun. This is the best game I've seen on the 64 in ages.
Simon Chapman

taken to the airport where a plane is waiting. Oil is scarce!

Thus the winner of this deal is determined.

But greatly disappointing was 3D arcade style exploration game (what a mouthful!) in the presence of such spy's 'impairer'. This allows each spy to set

any one of six traps by two quick presses of the fire button. What is more the spy can also have video lights with each other—watch! When one of the spies is killed either by trap or subtle, he becomes an angel and floats gently upwards.



COMMODORE 64 • COMMODORE 64

There is a about ten-up game requiring these joystick-controlled ovala weapons at work.

Graphics are large and colorful on the whole, but you have looking is distant. Sound is level and healthy with plenty of what a noise southern sound. Control is fairly good with the joystick, even though at some stages of the game it is a little too easy to lose lives. **Steve Spittle**

The game is reasonably good but it doesn't have the glitz of the TV screen for long. There is a long stage, fairly new or exciting about it. It's extremely fun.

PANEL POINTS

using good Chrysler but there is always something happening on screen so you may enjoy it. **Kevin Chapman**

Fairly detailed and smoothly scrolling graphics give the game that much needed war effect of this type on the market (Pace slower is even affected by priority). Fairly good sound.

On your way to destroy the fort, you will encounter some very difficult hazards. It can be very frustrating being dropped before you get through your goal and having to walk all the way back.

Jeremy Fisher



GAME: SKI
MACHINE: COMMODORE 64
CONTROLS: JOYSTICK
FORM: CENTURY EP 95

This program comes as a superb fast loader. It actually allows you to play the old arcade game *Ski* while you're waiting for the load to complete.

Ski has a fairly rudimentary about me up as which you fly an aircraft along a horizontally scrolling landscape. You can fly in both directions and the landscape wraps round, giving it a similar feel to *Virgin's Falcon Pilot*.

What makes this different is that the landscape is made up of a series of

well-known city skylines. London is shown as extremely recognizable from the bridge and St Paul's while Paris has the Eiffel Tower and so on.

To see the rest, you have to shoot down followed by the last goals they give off. These then form crystals which you have to try to collect. Each time you do you score up an attack wave, and your landscape expands.

There are some nice touches - like the giant frogs which kill Paris. Revenge for all these captured frogs legs I say, you. A pleasant enough game and certainly pretty to look at. But I'm afraid to say I preferred the first game of *Ski*. **Chris Anderson**

PCG•HIT PCG•HIT PCG•HIT PCG•HIT



1. Skiing, 2000, 1984, 1984, 1984

In fact. On only real hunting from us for as open we converted in the time back, doing evenly as before, from the time left.

The split screen patches are very good - watch the spots laughing - and in the background I have plays accordingly. The game is good for when played with two people and becomes a little of war. The impedance is VERY handy. I find

However, I have a slight reservation as that the game might seem too difficult if only ever played with one joystick.

It is really hard going playing against the computer and you'll be lucky if you win any bouts of combat, but it's worth the investment for a while!

Mark and Peary



GAME: SKI
MACHINE: COMMODORE 64
CONTROLS: JOYSTICK
FORM: CENTURY EP 95



The Staff of Karnath

My first reaction to this game was one of slight disappointment. We'd been waiting so long for Ultimate to release a title on the '64 that the picture which finally appeared on screen seemed a slight case of disappointment.

The main character Sir Arthur Pendragon, and most of the phantasm creatures he faces don't have the same graphic brilliance of their equivalents in Ultimate's Spectrum titles. Although nicely animated, these shapes seem a little underdone. Yet once you get into it, the game is superb.

The idea is simple. You have to explore a castle to find fragments of a key or 'password'. Each of these must be taken one by one, and placed in an obelisk. Once the key is complete, it will allow you to destroy the evil and hidden by the ancient sorcerer, Karnath.

The game's most striking feature is the way you explore the castle. The rooms are depicted in 3D and also link up to each other in 3D. So a room may have doors to the left and right, front and back, and also stretch up or down.

The rooms look extremely realistic, built out of solid stone work and furnished with tables, four poster beds and other suitable items. There are 11 under-stair only about 40 locations because of these are larger than the size of a single screen and almost all contain a vital resource creature.

The forests outside skulls vampire spiders, snakes, witches, ogres, giant magic ghosts and haunted monks. And the sound effects which accompany each one are very spooky. Don't play this game alone with the volume up high—it'll scare you to death!

Your main weapon against the evil creatures is a magic ring which gives you access to a dozen different spells with



GAME: THE STAFF OF KARNATH
MAKING: COMMODORE 64
CONTROLS: JOYSTICK
FROM: ULTIMATE 27 95

PRICE: £19.95
RETAILER: ULTIMATE
DEVELOPER: ULTIMATE
GENRE: ADVENTURE

A wonderful game that takes a great deal of time to explore a very detailed and very realistic 3D world. The atmosphere of both forests and Sir Arthur Pendragon is superb — watch the latter's legs and arms swinging on the trees as if he had just another piece of the parchment (makes a big difference from boys' club, you think).

The sound effects are average, but the title screen has stolen my heart in part. To play the game requires a lot of thought and considerable dexterity.

Richard Patry

A superb game. The intense need to find your way through and puzzle of exploring new areas is great. I wish to watch the background progress and variety of options to help improve enjoyment. It's not quite like exploring a file or menu. Looks like a lovely challenge and a complete.

PANEL POINTS
 Would you trade that amazing forest in 3D for a more detailed but 2D looking every corner of the game? Do they do it?
Susan Chapman

At least the long-awaited game for the 64 from Ultimate, and even 140 worth waiting for! Incredible 3D scrolling graphics and excellent sound effects make the graphical adventure some thing really special — and worthy of the accolades given to some of Ultimate's previous releases on the Spectrum.

The rooms of the castle are beautifully drawn and free inhabitants, but they're brightly red or naturally abstract on all graphically aspects. Especially effective are the glowing skulls, uh... and the final witch episode with yellow air, or, more special may!

The Staff of Karnath will keep you occupied for hours.
Rob Patryck

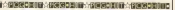
is more like the forest and forests. Only one spell has an effect on any one creature so you have to find the right one by repeatedly pressing a key to change the spell, and then firing at the creature.

It's important you work out what each of your spells is for, because at the end you have just one chance to use a spell against the staff — probably one which you've found no other use for.

But you may have to play the game for some time before you discover how to

use some of the more exotic features such as flying carpets and secret compartments. Without these you'll never collect all the parts of the key.

I guess it's fair to say Staff of Karnath isn't going to break everyone. But I found it an impressive piece of software with enough depth, variety and originality to keep me exploring these haunted halls for hours.
Chris Anderson



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FEBRUARY 1985

IMPOSSIBLE

You're transfixed over your trusty Commodore 64 as you play *Impossible*. The lights are low, your eyes are glued, when suddenly, as if from nowhere, a blood-chilling scream rings out.

ANA! ANOTHER *video!* Buy a whole *Boy FOREVER!*

You gasp the joystick fiercely. On the screen a man leaps from an elevator shaft and lands down a lonely corridor for hostages ringing out through the empty hallway. Ahead of him lies an incredible test of endurance, mind games, and agility in a battle for the survival of the human race.

Yes, you are playing responsible *Mr. saw!* You've been playing it non stop for the last eight hours. You're tired, your eyes hurt, but oh boy - are you hooked! The game has it all. Brilliant animation, superb speech synthesis, excellent graphics, and one of the most difficult, terrifying scenarios ever to flash across your TV screen.

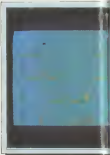
How are you feeling? Elton Mitchell,



- 1. The city is a maze of underground tunnels.
- 2. The game is a test of endurance, mind games, and agility.

our computer games. For built a vast underground stronghold comprising 32 chambers, all patrolled by marauding robots. From this stronghold he has succeeded in breaching the security of military computer installations and is about to trigger off World War III single handed.

As Agent 4125 you start your mission in a lift suspended above an empty



shaft. A redoubt voice shouts out a warning and then you tug on the joystick to start the lift on its descent. As soon as it reaches a floor it stops and you have the lift to run towards the first chamber.





COMMODORE 64 • COMMODORE 64

THE MISSION



At this point if you've never played the game, before you'll probably be gazing at the quality of the graphics and animation. The guy really *ALPS* he boards down the corridor with all the spring and confidence of a real

As I'm saying things on a the 64 *gives* the fact being down-run by the American? Impossible Mission from *Apes*... deservedly well-known for their *System*... *Comes* program... is yet another high-quality import.

sporting some superb graphics, this multi-screen game is a real winner. Not only are there a large number of actual game graphics, there is also a complete screen which, using the joystick-style icons, allows you to manipulate parts of the puzzle.

A really good game which allows a place in any self-respecting software collection.

Bob Parrick

The fun to be the ultimate platform game... long! *Jet Set Willy* and *Manic Miner*, they're nothing compared to the *re-creating*... making, making, all *own* game.

The graphics is fantastic and the search for objects and the solving of puzzles make the game tough as well. The nearest get the most out of it without any hardware problems... and following the trend of *Chuzzlewit*... year.

PANEL POINTS

computer gets the chance to laugh at you
Bob Woods

Apart from the incredible speech animations and sound effects, this game has a real challenge to offer. Every option... of them, that only those with 10 *brains*... and a degree in metaphysics would be able to understand the finer points of the game. But in time the *Cluck* will prove learning hours of fun without it you.

Alan Green

The reason that game ends when you plunge it your death from cytoplasm is so terrifying, the program should be *rated*. The speech and the some remarkable programming as that of *Chuzzlewit* except that here the evil professor has a very English accent. It's astounding... as is the quality of the animation. The game itself is a extremely interesting thanks to the extremely detailed. Trapped in the professor's laboratory of rooms, life and every it takes you really do begin to feel like a neurologist.

Chris Anderson

GAME: IMPOSSIBLE MISSION!
PLATFORM: COMMODORE 64
CONTROL: JOYSTICK
FROM: CDS, BR 95C, £11.95

PRICE	£11.95
RECOMMENDATION	★★★★
AVG. RATING	4.5
REVIEWED BY	BOB WOODS



COMMODORE 64 • COMMODORE

advice. From the swirl of his footstep a remarkably volatile.

There's no doubt about it: the visual effects in this game are absolutely outstanding. If games improve much more in the then no-one will watch TV any more, they'll just load up a program instead.

Like there's more to come. Once he reaches the last chamber, you have found himself confronted by a collection of platforms, patrolled by occasionally disguised robots, which he crosses by well-timed jumping the most perfect movement you'll ever see outside a gymnasium.

Each room in the complex is joined to the others by a network of short passages and lift shafts. The lift goes to different levels every time you play. The rooms serve different purposes for their owner—some have beds in which have desks, or banks of computer equipment and consoles. Some platforms are joined by lifts and must be guarded with lightning efficiency by robots.

Your task is to search every room of furniture and equipment for a series of puzzle pieces which once collected and correctly assembled will enable you to break into Mindbender's network and save the world. Different items of furniture require different amounts of time to search and this is indicated by a little bar displayed above your head that shortens as your search nears its end.

Often you'll come away unattended but sometimes you'll pick up a puzzle piece or perhaps a special control code that will enable you to bypass the robots in a room or reset the lifts (crucial if you've fallen from a platform and can't get back up again).

Just before the start of a level, enough. Although all the rooms look remarkably similar, they all behave differently. Some have regular movement patterns, others are static. Some fire lasers, others don't. Some even start their looking threatening and you approach

Playing Impossible Mission

A simple the principle of this game is essentially simple, the challenge is enormous. The lack of time and able, combined with the fact that the game is different each time, makes playing it simple and interesting.

For you need a good "multi-tasking" ability—the 12 different rooms using the most efficient route. You also need to develop a good "sense" of "risk" psychology and make efficient use of your "weapons" (which temporarily freeze the robots).

Second, you need more sharp

reflexes and superb jump performance. You may have an infinite number of lives, but you lose a lot of time if you get killed. Finally, if you succeed in collecting all the puzzle pieces, you face a real, analytical approach to arrange them in the correct order before the time runs out.

But the real joy of this game is that, even if you don't get very far, playing it is still tremendously exciting and highly addictive. So get it, it's yours—price is \$19.95 and "responsibility".

them, whereupon you realize that they've broken down! Others just TLDK to have broken down, but if you get too close.

In between rooms you can see your network computer which displays a map of the underground network, the amount of time you have left and if required—a display and out on the puzzle pieces you have collected with a bit of help from your truly, of course.

You can also use the computer to test the game between rooms and even to call for help, whereupon you will receive guidance on the reconstruction of the puzzle and whether or not you need more pieces. There is however a time penalty for using the helpline and also for being killed by robots or falling through holes in the floor (accompanied by a horribly realistic cry of despair).

A commercial time-saving computer console has not rather like a chess board. Operating the console will reward you with a series of tactical hints associated with different looking squares. A hand then appears on the screen, which you must see to point to

the different squares in order of useful importance. Do this correctly and you are rewarded with a bonus (score) code.

Every room requires different tactics. Some rooms have an entrance at all, others are guarded by a go of trench ball that kills on contact, others involve stacked up of lifting platforms to reach the most promising areas. You have an infinite number of lives, but the more you get killed the less time you have to complete the game.

The speed is superb. Sometimes on starting a room, the computer will greet you with the say "hello". Display from my robot. Other than these, include a full score table that saves local statistics only on the disk, screen and the way the game is arranged is completely different each time you play.

Impossible Mission has the graphics, the sound and the quality that you've always desired of. This truly will set you of your amazing will keep you running and searching throughout the night, every night, for many nights to come.

Steve Cooke



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THE BUG STOPS HERE!

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GAME: CAVE FIGHTER
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: RUBEN RUIZ, EA 89

This game is a good 30-second level. The packaging lists points to collect, so all action jumping, climbing, and shooting your gun with 30 different caves to explore.

What you don't get told is that the configuration of the caves is very similar, with only colors and the number of aliens changing. This might be frustrating if there were some interesting — or even merely good — puzzles to be had. Unfortunately, these levels are for

hours of writing, please. It's a good idea to judge you go... but why? The game does not provide any kind of cut-scenes or even a name for the character you control. You can't help feeling that you're not seeing enough in caves full of aliens should be left to his own devices.

Movement takes a while to get the hang of. You lose a little if you walk into any area of raised ground which some times makes it difficult to position yourself correctly under a rope. Jumping is easy enough once you've realized that you must keep an eye on the strength meter and keep it up for the high jumps.

The aliens aren't a bad-looking bunch, some when colors come on!



GAME: MAD OVER MOSCOW
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: US-GOLD, 89 95

ZAP those Reds right where it hurts the most. DRIVEN is a total war of American patriotism, paranoia, and propaganda. You follow the Cold War's really looking up and you can play your very

own part in a world war between your US Gold.

Your mission is nothing less than to prevent a Soviet nuclear attack on American cities and then lead a commando squad in an attack on the Russian Defense Center. If you are successful, the black cross you will see Soviet military strength back ten years! No harm.

But if you can't forget the glorious screams and as through the stars and

Stripes while the game loads, you'll discover a rather enjoyable few part about the up.

First you get a view of the northern hemisphere with the missiles waving their way from Alaska to Hawaii. In a few minutes they'll detonate and the game will be up. So it's time to assemble some plans.

Into the hangar you slide, parachute, hit, beta, and with something of John Wayne's assistance, you get into a plane and take off heading for the center. Then you crash, it takes quite a few jets before you get the hang of climb and control and can make it to the destination.

You end up down in the second part to a 2D-style map showing over bridges and walls you blast tanks and buildings while avoiding the guided missiles in your tail. Survive this and you get a crash of the missile plane. This is the most tedious part of the game — you just have to fly into the city.

Next comes the Defense Center in Moscow. Armed with a mortar you attack the building, which has a strange resemblance to the Kremlin. You have to shoot all the soldiers and tanks and hit all the doors before you're allowed onto the last stage, the Reactor.

Once in the Reactor you must kill the flexibility clever. Red robots with your die grenades. The robots are swifter

than would go for a world record number of events.

The game starts with some very soothing music in accompany car horns program along the main street. On his way to you pass each reserved hotel, see in the Rumpak and Airing the lot of those drinking down your town drinks, really enjoying from side to side and getting in the way of more screensavers.

The Lingerie Bank and the Memory Bank are very popular with the new visitors. As they change with their way they release bombs. You can either jump over them or send you launchers out to explode them. This weapon can also be used up to passing the balloons bearing



GAME: FUZZ
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: AMROG, 87 85

Comical loppers are a great British tradition and PC Fuzz is an attempt to carry this on in computerized form, even though Fuzz himself looks as if he was aged from a Victorian episode of Dads of Dark Green.

There is an evil girdle lobby despite his appearance, he no longer plebs his best, but pretends it can be uncyclic. According to the 'sharp' things had been pretty good — said the black arrived in town. And the police and the drinks. There is much and around that PC



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Dr. Jones - wasn't it?

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As for the 25 winners up, each will receive a free copy of Legend's new blockbuster for either the Spectrum 48K or the Commodore 64 with £14.95. The 64 version has yet to be

released, but if you have a 64 and are among the winners, a copy will be sent to you as soon as the game hits the shelves.

No, what do you have to do? It couldn't be easier - looking at Chris Peas's painting set to thinking and we reckon there must be a whole load of POG readers who are pretty hot with pencils. We'd like to see you stand on a drawing of the ship you'd like to enter for the Great Space Race. Let your imagination run riot, grab a clean sheet of paper and get this drawing in the post to us as soon as possible (and not later than 21st February).

The first prize will be awarded to the reader who submits the most exciting and most original drawing. The winning entry will be printed in the magazine together with a list of the winners up (you don't have to be a *Reader's Pick* - we're looking for a drawing that shows imagination and originality not just technical expertise).

One last thing - when you send in your entry, make sure it's securely packed, so we'll be likely to be best or crushed in the post.

Send your drawing to **The Great Space Race Competition, Personal Computer Games, Evelyn House, 62 Oxford Street, London W1A 2HH.** Don't forget, the deadline for all entries is 21st February.

THE GREAT SPACE RACE

Valkyrie was voted Game of the Year at the *FMJ/Sunday Times Show Awards 1983*. Because of its innovative computer intelligence - which allowed you to write characters on the screen and not just control them.

Now, in *The Great Space Race*, Legend have abandoned the adventure/guess game and come up with a program with far more creative demands.

The object of the game is to win the Great Race in competition with other characters and hazards controlled by the computer. The race itself centres around the galaxy's biggest race to be completed with the least *black holes* of a kind that not only gets you going lighter but also leaves you without a hangover, definitely happy, and 100% automatically satisfied.

Naturally, there's a huge demand for fuel and you availability of water. The computer is 64 shiny space stations. Your race is measured on the basis of the number of stations you've managed to visit and the total time taken.

Like *Valkyrie*, if you're feeling lazy you can just sit back and watch the game play itself. There's a 'telescope' graphics window which shows you what's happening (but they offer character walk full frontal unobscured) or well as a scrolling text window underneath, all reports on the state of play.

All aspects are by single key presses and at the beginning of the game you get 10 minutes to set up your race. It's a good idea to help you. In your last 100, you'll discover exactly how to win, a complete intergalactic police force, space-walks and all manner of other amazing advanced stuff.

Legend claim that this game represents a great step forward in the idea of the 'computer movie' and if you're lucky a free copy will soon be heading on your door mat.

Here's what you have to do...if you read our 1985 Diary in the last issue, you'll have noticed that we passed over (with absolutely no evidence of concern) that during 1985 Gamebase would release a game called *Micky's Zoo*. All we want you to do is think of three different well known organisations, groups or institutions (paying, from Marks and Spencer to Tootsie Roll) and suggest one title for a game released by each one.

The 25 readers who send in the most original and original suggestions will soon hear the postmen knocking at their door. We'll give the names and a selection of the winning entries in a future issue of the magazine.

Here's an example of what we're looking for: Strawberry's Willy's Toy's, National Coal Board - Mine Mine Grog; NUM - Fropop - Golden Chains; be mean, so get those reply forms filled in and the best of luck!

FEAST OF FREE FIREBIRD GAMES!

Here's your chance to blast your way into 1985 with a whole range of great games for your money. In recognition with Firebird we're offering 25 lucky readers the chance to walk away with ALL the Firebird games for their machine.



The Firebird range

Marked here 23 games in their original packaging available for the Spectrum 48, 64K, 128K, BBC B, and the ZX Spectrum. *Buggy Man* recently released on the Spectrum from POG for your (temporary) loan and *Booby* (for the Spectrum and from also being written for classic titles) Firebird games, including the brilliant *Go-Go the Clown*, are featured in this month's POG Special.

Here is a complete list of the Firebird titles, arranged according to the machine they're available for, so you can see just what you'll be getting if you find your name amongst the prize-winners:
 SPECTRUM 48K
 Run, Run, Run, Monads, Firms, Pines, Crazy Cranes
 SPECTRUM 64K
 The 10th Month, Yiking Runners, Mr. Pines, Cookies, Booby, Bats, Bats, Buggy Man - all for a game problem
 COMMODORE 64
 Go-Go the Clown, Mr. Pines, Cookies, Booby, Monads, Bats, Demons of Toys
 BBC B
 Gales, The Warden, Run, Run, Run, Cold Digger, Darts, And Darts
 VIC 20
 And a Side (Chimpanzee), Mickey the Bricky (Temporary)

Entry Form

Name: _____

Address: _____

My suggestions for the three organisations are:

1. _____

2. _____

3. _____

My computer is (circle 1 only): Spec:

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64, BBC B, the ZX:

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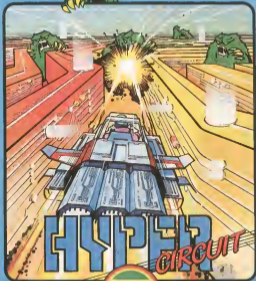
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CHEAPO

Chris Anderson samples the huge pile of low-cost top-



Imagine a game containing 150 very difficult screens to be conquered and mapped out. Suppose each screen offers attractive, smooth graphics and exciting sound effects. Now suppose the game is on the market for £2.50. A bargain? Decid nite! What's more the game is, it's called Go Go the Ghost, it's released by Firebird for the Commodore 64, and it's just one of the programs we've assembled which deprive the claim that all budget games are junk.

Mind you, you have to be incredibly careful shopping in the sub-£3 price range. Many of the titles on offer are state-of-the-art 1982. They offer about as much lasting interest as the Daily Mirror quick crossword. Frankly four or five of these wouldn't be a patch on a decent standard price game. But there are also a large number of straightforward, simple, competent games which, until recently, software houses were selling for at least a fiver. And just occasionally you find a gem of a game which even a stinking rich games-brook can't afford to turn up his nose at.



1982

CBM 64 (Nucleonic, £1.99)

Stunning graphics for a cheap game. You blast off in a space craft to one of four planets where you have to pick up a number of nuclear pods. The involves manoeuvring the craft very delicately until it's slow enough to activate a nuclear beam.

Accelerated contact with the planet causes a land and so it being hit by a rapidly passing flying saucer or by the slow-firing planet defence gun. The game has a great feel to it because of the way the craft is controlled - smooth left, rattle right and thrust as in Asteroids or Lunar Lander. There are also some cool sound effects.

Each of the planets and the home base consist of a scrolling, wrap-around scenario. The planets include oceans, some of which are very tricky.

Should you clear all five, you get to try the final stage which is an even more difficult screen from which a laser core must be picked up. It had you're being taught that bit. If you make it, level two is the same stage with negative gravity, making it harder still.

Verdict: Excellent.
Value for money: 3.



GO GO THE GHOST

GO GO THE GHOST (Firebird, £2.50)

This one will appeal the opposition for sure - it's a leading success, one which most software houses would be proud to sell at around the £7 mark. It was written by a Swede which means that whenever Go Go goes up the ghost he emits a speech bubble saying "Frog" Swedish for "Zap".

In fact there's an awful lot of zapping because the game is absolutely mean. In each of the 150 screens you have to go up several various obstacles to use of the main, possibly flicking switches or pushing up legs on the way. A large number of deviously constructed obstacles force you to resort to an invisibility spell. This drains your power at a shocking rate, although there are objects to call

but which restore power as well as grant extensive level bonuses.

This is a full-featured, award-winning screen which could have you out and about for weeks, just remember - you'll need about 1.5 Mbytes.

Verdict: Go go go!
Value for money: 5.





GAMES THE PCG VERDICT

to the shops and discovers a few cracking bargains

CHILD

CBM 64 (Mastertronic, £1.99)

We've already reviewed this one - a surprisingly good platform game based on the Michael Jackson video. There are five very different screens and some good background music.

Verdict: 3 out of 5
Value for money: 5

BORNY

CBM 64 Spectrum 48K (Firebird, £2.50)

Reviewed in our November issue, this is another cracking bargain with 25 linked screens of platform and some novel game ideas.

Verdict: Excellent
Value for money: 5

should take some time while to solve.

They're graphics worthy of a process, including a very nice knight. Some of the platform screens seem a bit simple still, and you're bound to lose energy by contacting snakes. But still an amazing title for the money.

Verdict: Mastertronic's best
Value for money: 5

UNBETLE SNOOK

Spectrum 48K (Software Projects, £1.99)

What a shock! A platform game with a difference. The difference is simple: interlocking. To move, you don't jump, you teleport in an open and closed box. With a bit of skill you can end up on a platform and not in mid-air.

platform level-breaking when it gets down to mathematics. The video doesn't alter too much on later screens but it does get VERY tough.

Verdict: Great fun

Value for money: 7

ACR DROPS

BBC B (Firebird, £2.50)

He die five letters and blast the castle, but watch out for the acid which starts to drip out of the tank at the top of the screen. It kills you on contact - and it turns the muck into rubber muck. Survive long enough and a prize opens, allowing you an exciting last ride through a maze into the next level.

Verdict: Spelling trial
Value for money: 7



FINDERS KEEPERS

Spectrum 48K (Mastertronic, £1.99)

The dramatic improvement in Mastertronic titles continues with this space landscape adventure.

Make your way through 25 screens of platform action, plus two large four-way scrolling screens in search of precious objects. Some are just lying around, others must be obtained by trading. And certain combinations of objects (which you have to work out) merge to produce more valuable ones (eg philosopher's stone - bar of lead = bar of gold).

Can you earn enough money to buy the King a daughter the special wedding present she wants? Or will you simply try to make yourself a fortune and then escape from the castle? Either way the game requires a certain amount of thought as well as arcade skills and

They're there are the bits which either drop you down sadly or shoot you sideways. They make moving about the screens great fun.

Apart from that the screens read nicely on the Mastertronic game and are really very good. Solving them is challenging and fun. The only drawback is there are just 18 screens and it may not take more than a week or two to get through them all.

Verdict: Luscious, yet another go
Value for money: 7

ESTRA

BBC B (Firebird, £2.50)

You collect some 18 fragments to form a statue at the centre of the screen. But there are the different alien species to avoid each behaving quite differently.

Contact us on your online gaming.com



And there's burning through.

THE KACKER

BBC B (Firebird, £2.50)

A very competent platform game. The all keeping action but much lower in standard than our bit titles such as (Bogger and Island). And although there are only 12 screens, instead of 26 or 50 you might just find that all you're likely to get through.

Verdict: Master fun
Value for money: 7

EXORS

CBM 64 (Firebird, £2.50)

Enjoyably short, yet up there (possibly) on the arcade game. Forgetful about monsters coming out of a pit, but avoid hitting the poleman. Nice opening music.

Verdict: Good blasting
Value for money: 5

FRED'S FAN FACTORY

Spectrum 48K (Software Projects, £1.99)

Novel game idea in which you have to turn fans on and off to blow balloons, subtly through a board filled platform network.

Verdict: Fun for a while
Value for money: 5



BITMAP

Spectrum 48K (Scorpis Games World, £1.99)

Track down and shoot a series of killer sports cars in two reasonable and graphics intensive (without rubbish design) separate 88K instruction programs!
Verdict: Another Scorpis original.
Value for money: 3

BEHOLD

Spectrum (Scorpis Games World, £1.99)

Work your way down through a series of platforms avoiding oscillating monsters

Verdict: Not enough to it
Value for money: 4

BURLEAR

Spectrum 48K (Charles Charles Super, £1.99)

Simple puzzle game in which you try to shoot a series of rolling barrels down the right channel

Verdict: Stop Value for money
Value for money: 3

CRACK COVERS

Spectrum 16/48K (Firebird, £2.50)

Peak cyber era - huge colourful mouth while avoiding maze snakes. Intriguing twists and 16 different scenarios

Verdict: Good for 16K
Value for money: 4

MOONLIGHT

Spectrum 48K (Software Projects, £1.99)

Placed on Fozzie's Boat (after several a worthwhile and avoid some bats. Nice music

Verdict: Could play it
Value for money: 4

BUM BART BUN

Spectrum 16/48K (Firebird, £2.50)

Very difficult game in which you attempt to take parking cars into crashing into each other. Poor graphics, but several different road layouts

Verdict: Frustrating
Value for money: 3

ZULU

CBM 64 (Firebird, £2.50)

Simple Pac Man based game with 20 coloured mazes. You collect mazes and avoid enemies. Interesting. Well done on the maze generator

Verdict: Frustrated the enemy
Value for money: 3



▶ Copter - always your best friend

COPTER

Spectrum 48K (Omega, £1.99)

By a top helicopter round a block screen, blasting other top helicopters

Verdict: Don't bother
Value for money: 3

CALIFORNIA GOLDBUG

CBM 64 (Software Projects, £1.99)

Move completely round holes to create gold. Avoid Indians or block their paths with your dynamite. Average graphics and sound

Verdict: Mediocre
Value for money: 3

GOLO WOOD

88K B (Firebird, £2.50)

Bottom page in mental Dig Dig. Verdict: Boring
Value for money: 4

CHALLENGER

CBM 64 (Mastertronic, £1.99)

Action based on the first screen of Star Wars

Verdict: Unchallenging
Value for money: 3

WILSON'S WARREN

Spectrum 48K (Mastertronic, £1.99)

Multi screen maze game with poor joystick graphics
Verdict: Yawn
Value for money: 3

RYTE-BYTE

Spectrum 48K (Firebird, £2.50)

Two part game - make your way round a maze to find an object and you get to play the Wolf a horrendously scrolling shoot 'em up over a fleet of ships

Verdict: Forget the maze part
Value for money: 4

WIND STRIKE

88K B (Firebird, £2.50)

Shoot polygons to add points to a score. Great. No so tape control keep getting in the way

Verdict: Enjoyable but simple
Value for money: 3

FLIP FLAP

Spectrum 48K (Software Projects, £1.99)

Five variations of puzzle with plenty of different mechanics to try out. But is puzzle any fun or more?

Verdict: No
Value for money: 3

The names behind the games

The number of companies logging change games have ballooned in the last few months. Out of all new titles, twelve alone have cost £1.99 each back in April and each week since through the ordinary November. Your better sense of 88K was going deep, but when they're not back in that number of releases in a fairly successful effort to increase quality.

Which was another early contender and the one we shall share the better. When PCG reviewed five of these first releases only one got an overall rating above three - and that was taking into account the £2.99 price. If they're allowed nothing but at once we haven't seen it.

Then there are the Greek letter ones, Omega and Omega. One Omega title, Death Crossed, for the

Vic 70, most of a reasonable score in our December issue, but apart from that we haven't seen anything good from either name. All titles of Omega were appalling.

Two large names have entered the list since then, Vic's Firebird, for the, by the way, most cost of which (perhaps with my name?) Volume who are putting in a better range of games at £2.99.

Then there's Software Projects whose 'Super Dora' title was still at just £1.99. Both of these companies have managed to avoid releasing only puzzle games, but nevertheless the bulk of both their ranges is unexceptional.

Classicalist get the best to try their luck, having picked the price of all their titles at £1.99. Well, they were certainly overpriced before.

AERIAL ATTACK

CBM 64 (Omega, £1.99)

How a cursor over descending shells by polygonal sites

Verdict: Pretty but boring
Value for money: 3

REVENGE OF THE QUARRA

Vic 20 + 8K (Software Projects, £1.99)

Fast violent policy shoot 'em up in the best Vic tradition. You space play shields left/right at the bottom of the screen and you blast the enemy

Verdict: A good old fashioned BLAST
Value for money: 5

TOMB OF AKAZAR

Spectrum 48K (Charles Charles Super, £1.99)

Written mostly in Basic. Just your way through an ancient labyrinth

Verdict: Got very original
Value for money: 3

VAMPIRE BILLY

Spectrum 48K (Scorpis Games, £1.99)

Tedious treasure collection game, not too much in there and featuring only two mazes

Verdict: Non-descript
Value for money: 3

MATCH DAY

Match Day is no ordinary soccer game. Blistering 3-D action, total animation and automatic camera scan are just some of the intricate techniques which make Match Day the league leader of soccer games. Now follow the action.

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and a penalty near corner will be the last defence.



chips a leading cross ball so his advancing team mate is in the



to head the ball to safety to the face with an air



yard box. There's no time to control the ball. Your player must commit himself to a sharp shot on goal.



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SURVIVOR



ANIROG

RESCUE Search the haunted rooms of Deadstone Abbey for the undead treasures left from years gone by. Move out, as you help Angus around the maddest building because of the evil spirit who will chase Angus wherever he goes. All he has to defend himself is his trusty gun and poisonous bombs. Luckily for Angus there are various objects lying around the Abbey which can aid him, money bags and bottles of his grungy stater. There are 1000 various rooms all presented in an amazing clear and colourful graphics with beautifully smooth scrolling screens. About 100's involving challenge for Angus and he is up to you to help him. Are you the only survivor?

AMSTRAD 27 90

HOUSE OF ULLER Enter the House of Uller at your own risk, as you may never leave again. However, success here there is a dozen of maze rooms to visit. Behind each door is a totally different action packed arcade game, each of which are certain to reward your nerves to the limit. If you manage to get through these maze rooms number two extra rooms (x and y) will appear, but how can the evil powers of the House of Uller.

AMSTRAD 27 90

FLIGHTY PATH Flight Paths is without doubt the best flight ever done on the C124 and Amstrad. The many elaborate features include: Automatic Maps, Altitude and heading, crosswinds, lights, ground warning lights and more are there to name but a few. Also included are smooth graphics as you take off, cruise over mountains, and land once again.

AMSTRAD 28 90

NO TIME TO DIE Attack survivors of the planet, Chonkian, your speed is one of your main weapons. The strategy you are by night full of the latest advanced computers and ultra powerful sensors. Also included are full 3D graphics, a set of adjustable resistance to take yourself journey through time itself and beyond.

AMSTRAD 27 90

MOON BRIGHT You must skillfully manoeuvre your jumping (paria) vehicle over dangerous moon craters as well as large boulders and ultimately placed mines. Not only the but, avoid the hovering alien spaceship will bombard you from above.

AMSTRAD 27 90

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ADVENTUREWORLD

The White Wizard's words of wisdom for adventure lovers

NOW... CUT PRICE ADVENTURES

Articles, puzzles, adventures, adventures and adventures... Consider me on how you can enjoy the best of the best in cut-price adventures software prices.

Masterpieces who have already put the art among the puzzles with their budget priced games in the words market, are launching a new label Master Adventure. Their first release, *Be King of Azkath* offers 178 detailed locations and full sentence analysis in two MBK programs for the mind-blowing price of \$2.99! On hearing this news the White Wizard immediately dispatched obedient devils to secure a copy of the program.

Wow! Well, the first thing to offend will be that just because a program offers full sentence analysis doesn't mean it's going to be any better at understanding what you type in. After all, *Exorcise* took a full sentence to most games fall into this category.

In fact, *Be King of Azkath* truly checks the first three letters of each word you type in and doesn't have a very large vocabulary. Furthermore, it can't do all help itself when you get it wrong, saying merely "Try something else" or "That will get you nowhere." Combine these two facts and you'll find that what puzzles there are, become increasingly difficult.

The aim of the game which comes in two parts, is first to collect three legendary treasures and then in the second part, to restore them to their proper resting places. The program is mainly written in Basic and is slightly slow in responding to the keyboard.

Every location has graphics and without these the game would be pretty dull since most locations don't have any thing UNCLPT graphics

—although there is a lot to look at, there isn't much to find. Unfortunately, although visually attractive, the graphics are rather repetitive and don't contribute much to the game. Even more serious is the fact that you can't save your progress without quitting the game.

Masterpieces also Masterpieces are to be congratulated for bringing out

these cheap-label games for people on a budget, so you will be amazed and pleased, but don't expect too much and be prepared to spend more on something else if you want a really good game.

In Search of Angels



Masterpieces haven't got the budget end of the market all so themselves, however. A company called 8th Day Software are currently bringing out a range of adventures at the very attractive price of \$1.99 each.

The company currently have around six games in their catalogue, labelled from 'beginner's game' up to 'advanced difficulty'. I haven't had time to try them all, but I did enjoy the *Search of Angels*. Like the rest of the 8th Day range, this is a Quillad adventure, text only and with some original touches.

I'm sorry to see that 8th Day haven't given Quillad much credit for their use of the Quill. In fact, there doesn't seem to be any mention of it at all on the cassette or in the program. Maybe, maybe you may be selling your games for \$1.99, but the only reason you can afford to do so, I suspect, is because Quillad have done most of the hard work, so why not give them a bit more credit?

Back to *In Search of Angels* which sends you on an intercontinental chase after missing agents. Quillad sequences to include car chase, where entering the wrong location will send you and your specially equipped unit to the graveyard. You will also have to keep on the right side of your horse, because best, not to mention the mess-



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best of the entire collection.

Despite a certain similarity of a poster cover due to the use of the Quill and the limitations of the Gohall interpreter, these games generally need little value. In fact, the White Wizard explains that they're substantially better value than the Mastermind offering reviewed above but they're, of course, just only.

Still, in these hard times it has to be said off to both Mastermind and MS Day for lowering sales prices.

Spiderman



Meanwhile back in the MS-DOS range Adventure International have just released **Spiderman: Secret Adventures from Marvel Comics** again-off! The Hall has already been a great success: how does Spiderman shape up?

Well there's no doubt about it, the way's headed man from Florida has done it again. To my mind, Spiderman is even better than *The Hulk*. The graphics are excellent, all across, but this time the game is off as every kid-like surroundings though the characters you come across look as if they've come straight out of a comic, which of course they have. The game is available on five machines, but only Spectrum and M4 owners get the graphics Ah well.

As you explore the apartment in which you appear to be temporarily imprisoned you'll encounter such wellies as Spiderman (that's right, you're standing on his - Grrr!) and the Hulk, even who's really rather wet. You'll have fun messing about with deadly chemicals consisting *Madam Web* as fighting it out with the *Lizard*.

The game is different from Scott's earlier adventures in that it is no longer limited to simple cut-scenes input but will accept complex answers. This means you can "talk to Madam Web" for example, and string commands together to get answers to the hard ones!

Once again you must collect two gems and solve your adventures and you have a wonderful *Spider Energy* to be dealt with (don't try eating it!!!) The game is actually somewhat more fun than *The Hulk* but rapidly becomes very challenging. The White Wizard is extremely deeply involved and uses other adventures to get his fun.

Forest of the World's End



With all these cheap programs coming out the White Wizard is beginning to have grave doubts about some of the prices that software companies ask for to pay for the trouble in that these programs don't all come from busy

software houses who may make one or two better - some of them come from companies which definitely *WILL* make better. Like *Interceptor Software*, for example. I will mention *Logic* occasionally (remember the editor of *Arms of Babylon* on the grounds that I'd found one giving off the periodic party difficult output. At least the game had an *autoplay* - but shortly after playing *Arms* I looked up their earlier game *Forest of the World's End* (just released for the Amstrad) and oh boy!

Despite having a reasonable number of locations, *Forest of the World's End* kept me busy for no longer than three hours - at the outside I was watching the hourglass so I can't be too exact about the time. Three hours is generous! Despite occasionally being misled as to what's going on, there was nothing challenging about the game, and some very beautiful graphics did nothing to exceed the fact that most of the locations were described in one brief sentence and contained little of interest.

The game has you setting off on a not very long trek, onwards to rescue a Princess from a Mad Mad Wizard. After solving a few simple puzzles you can find the wizard (yes, *The Wizard and the Princess* - to your dismay - that you have created the game. Not I think £5.90 worth of entertainment for over £3.90 worth of you so go! *Interceptor!*)

Naughty naughty *Interceptor*. You're really you who give us *Arms of Babylon*? Let's hope your next offering has a bit more substance.

Salvage



Salvage isn't a port pump that one normally associates with ideas like in the White Wizard headed up their game *Salvage* for the Commodore M4 with great effect.

The plot is certainly an intriguing one which carries on salvage operations on a cold space you teleport yourself on board an abandoned convict shuttle which being a convict shuttle won't let you have a gun without checking the code in a computer.

The game uses text and graphics on a grid screen with a picture for every location. The graphics are quite good and draw about halfway. One very interesting feature is the existence of a sub-grid panel which enables you to go down rows during the game (it's very *Arms* followed by a number word as whenever you want to remember another your input to the keyboard where it comes up to the grid).

An excellent idea, *Salvage* and I hope other programmers pick up on it.

The rest of the game, however, doesn't quite live up to the simplicity of the display. To start with there are only 25 locations, one of which doesn't really

count because you die automatically every time you enter it. With only 15 objects or items that's the game is rather limited in scope.

The White Wizard completed the entire game, minus the last few lines, then in order on a tape, which doesn't say much for *Salvage*. The last few locations did have no description, however, though whether they should can keep you busy for long enough to justify the £5.90 price tag. I very much doubt.

Do another month's pocket money down the drain and not really much to show for it. Still, it's nice to see *Salvage* changing the adventure scene - let's hope next time they bring us something worth buying.

Catskills



New dear readers let us take time off for this month's horror script, featuring the White Wizard's encounter with *Catskills* from *Arms of Babylon* Commodore M4.

And Scott's *Arms of Babylon* with new *Arms*.

Success!

WW By the way, the *Arms of Babylon* review is a game from *Arms* - this should be interesting!

Enter a number!

MS Review of that game O White Wizard!

WW **** all you cats know all and bring us a bottle of *Peppercorn* M4.

Enter a number!

WW Let's see. Decide which side - either Duke the warrior or Quack the witch Hagan. Duke seems more suited to a ruggedly handsome physique.

Load laughter from *offstage*!

WW Watching screen game was loaded *Hagan* too graphics like the way that cut scenes went to screen.

Let's go with *What?* That's no good! Oh it's exactly me to type. Oh, it's *What?* The door is *What?* Haha! (The Wizard runs a few steps.) Let's try *Escape* door. That's no good. That's no good. That's no good. That's no good.

After several minutes of frustration the White Wizard gets to the phone.

WW Hello *Arms*? How the **** do I get out of the first location and why does the game crash when I enter? Say hi and come out the *Arms* scene and how can I tell whether I'm on the right track if whenever I'm trying to solve a problem all the computer will say is "That's no good" unless I get a EXACTLY right!

After a brief conversation the White Wizard returns to the keyboard and enters "Duke" and!

WW Ah! The next location: A Boulder. Move my path! Let's try *Move Boulder*. That's no good! Okay, you

about Push button? That's no good! Humpf? That's no good! That's no good! That's no good! That's no good! Augggh!!

The White Wizard goes back to the phone.

WW: Hello, Augggh?? Alright, how do I get out of the Wizard's house... What?? What symbol?? How was I supposed to get out of all the programs will say it. That's no good???. Ah, I see you're going to put some bolts on the packaging. I should thank you too.

The White Wizard returns yet again to the keyboard and enters "Three symbols".

WW: Well at least that sure I didn't get. That's no good! Although how I was supposed to know that the thing on the wall was a symbol I don't know. Looks like a trumpet to me. Now let's see. A dozen blocks my path. Let's try getting that record. Goope! It slipped from my hand and fell down a crevice! I don't like the look of this. He must reveal some hints. That's no good. That's no good. That's no good. That's no good. Awww... ghhhh! (Can I hear it any longer?)

The Azzur tape is magically detached from the Commodore cassette deck and repositioned. The monitor enters with a large battle.

88: I told you a book, a book! The monitor's a wizard gives a wizard transformation and hops out of the room crawling loudly. The White Wizard grabs the bottle and stores off. Curtain.

Yes dear readers, there are two more to have. Mixed number one - when a wizard throws a wobbly word well clear. Mixed number two - avoid Azzur's gaze unless you like an adventure that expects the most obscure signs and rewards all others with. That's no good.

Just to put the icing on the cake, the game also has a load of jumping into Basic every so often expects you to use capital letters when necessary and reports errors if they're absent. invites you to speak to other characters like there exists YOH. Do what you hold there to do, and so on, and so on.

To be fair to Azzur, I won't include the game in the ratings because throwing out got very far (well it I don't feel qualified to do so). To be fair to you, dear reader, I will say that I found the way the program interacted with the player absolutely interesting and in this case a word is more than a bottle of Peps. Write (or, as he calls it, the keyboard).

Serpent's Lair

Have I seen much for the Best recently, so I was quick to load up *Serpent's Lair* from Commodore. Well I wish I didn't. I don't want to waste your time with this, but really, unless you're below the age of ten, you shouldn't bother with this game. Even then you

should think twice.

Serpent's Lair has you travelling round the world saving people. The world is of the game is tiny - far smaller than can possibly be contained on the cheap disk of memory space.

But wait a minute, perhaps I've got the wrong end of the stick... perhaps this IS a game for young children. Surely I should give Commodore the benefit of the doubt? Well, well if it is for children they're going to end up thoroughly confused - the program doesn't check your inputs sufficiently, and the result responses are highly misleading. For example, if a bear asks you for a coin (as it will do) and you happen to have a money bag entering. Give money bag will get you the response "You haven't got it, even though it figures larger than life in your memory bank, a money Give entry will get you exactly the same reply.

The graphics are chaotic, and may confuse and frustrate. There's no sound. There's no... At this point the White Wizard gives up as unresponsive and passes on to the next game. Come on Commodore, you can do better than this.

King Solomon's Mines

Source Software have two programs out for the Commodore 64. *King Solomon's Mines* and *Naxos War Games*. The latter is of some interest if only because two distributors refused to touch it because of the title. They're both graph-adventures with 64 and 70 locations, but despite the title of *War Games* it was to *King Solomon's Mines* that I paid my first yen.

This is a split-screen text/graphics game with simple verb-noun syntax and equally simple, though colorful, blocky

graphics. If you're used to the excellent work by H. Bates (especially *Arctura*) then you'll know the limitations of the plot, graphics and sound. Mines where the controls are anything but friendly, and being blocky the graphics.

Unfortunately it's not so good as the game. There's nothing startlingly original in it apart from a short walking sequence in which you have to escape from some pirates, and I think it's probably a bit boring at 12999.

The vocabulary is rather limited (I'll come to that example next) underdeveloped and in with Peter Pan from *Hooker* and *Siraphim* I reckon your better off with the book. The trouble with programs like these is that they can never match the detailed descriptions of the original.

Nuclear War Games isn't a lot better though if it's a good choice. The plot is rather unimpressive - the WICKED man gets his pants pulled and is sent on starting a nuclear by up. Your commandable, but totally predictable task is to stop it.

The format is identical to *King Solomon's Mines*, though there are fewer locations. Both programs allow you to carry up to five items at once; accept simple commands and don't display icons unless you particularly request them.

The graphics are quite acceptable but really that's about the only thing I can say to follow up.

Sourceware Source Software tell me that they're getting up production in order to be able to spend more time on programming and developing more complex games as perhaps their future releases will be more enjoyable.

We had to:

The Wizard

family expect me to travel what I will. However, my '64 is all your mine is the Best Mine. Title of Block One is the Game of Stone, transported.

Unbelievable! James said you're in, but saying you're about the White Wizard's identity. It's wrong, my CHERRY because all well, James, my little world. It's the only people who have the most fun. Many thanks for your letter, however, and I've included your offer of help elsewhere in the issue.

David Drew, representing little with *Papyrus's Progress* in the *Software*, says: This is a good game regarding a fair knowledge of the book and also a lot of references to the Bible. However, it is one of those where you have to narrow victory well-perfect but where words are not acceptable in other answers are not warranted. Actually, David, this is one of the few games I haven't laughed with,



Curse of the 7 Faces



Arts have been busy again on behalf of Wizards and Annual editions. After bringing out *Eye of the New* — their first graphics adventure — they've reverted to text only with *Curse of the 7 Faces*. Don't let the text only aspect put you off since the known exceptions are detailed and masterfully explained.

Your objective is to achieve Wizard status by finding a spell book, a staff, a hat and a cloak. I should point out here that in real life you would also have to apply for membership of the National Union of Wizards, normally only granted following payment of a massive fee. But Art's a noble business, I am content to let the master rest for the moment.

Once you've achieved such elevated status you must prove your worth by defeating another (well) wizard to win the game. There are approximately 124 locations and an average 300 daily

linked together by a number of puzzles, many of which are fairly logical and perhaps not quite so difficult as some of Art's earlier offerings. Even the obnoxious maze gives away most of its secrets by having each room named after a different colour and you can't let the game's vocabulary by typing *Go*, *Down*.

Like all Art's games, this is an enjoyable adventure. It doesn't have independent characters wandering about, or excessively complex sentence input, but a dice have a separate mirror a Hercules riddle, and enough to keep you busy for a while at night.

Well, that's it for the month. Don't forget if you have any comments or suggestions for the Adventureworld page do let me know. There are your page and the White Wizard remains your humble servant. The address to write to is *The White Wizard, Personal Computer Games, 62 Oxford Street, London W1A 2SQ*. Correspondence on all aspects of adventuring and life in the Dublin 2 Dungeon is most welcome. **STOP PRESS** *Curse of the 7 Faces* will now be released by Imperial but won't be in print.

ISSUES	1984	1985	1986	1987	1988	1989
SEARCH OF ARTS	1	1	1	1	1	1
PROGRESS	1	1	1	1	1	1
SEARCH OF THE WORLD LEADER	1	1	1	1	1	1
SEARCH	1	1	1	1	1	1
SEARCH OF THE TILES	1	1	1	1	1	1
SEARCH OF THE	1	1	1	1	1	1
SEARCH OF THE	1	1	1	1	1	1

KEY: An Asterisk * Can indicate a 2-Digit or 3-Digit

's Mailbag

had I appreciate the submission of *Eye of the New* — well, I did. The White Wizard is firmly of the opinion that you should be able to solve puzzles in adventures without having to write too much time on vocabulary problems. What do other readers think? Should, for example, every game include a vocabulary list comment?

Finally, I regularly receive letters from readers asking for games suitable for apprentice adventurers. This is a very difficult question to answer, and I'm inclined to say that there is no such thing as a good beginner's adventure. You can always dive in at the deep end and be sure of finding your first corpse or later. As a general rule, however, if you haven't played adventures before, stick to the most popular games — then if you do get stuck you'll find there's plenty of help around, both on these

pages and elsewhere.

New adventures are too difficult to write, provided you follow some basic guidelines. The first thing to do of course is make a map. The next thing that helps is to find out how the program actually works. For example, if a prize says "You can't do that every time you enter something, does that mean I don't understand it? You can't do that" or "You can't do that here".

The best way round problems like these is to test the program by typing in nonsense. Enter "open door" for example and see what happens. Lately, many like to use help, but work out what input the program is expecting. If any readers have any interesting hints or tips about the second paging of adventure games (as opposed to the solving of particular problems) then the White Wizard would certainly be interested in hearing them, with a view to publishing them on these hallowed pages.

In the meantime, I'd just like to say how much I've enjoyed hearing from you all. Your letters are a joy to read, and without them Adventureworld would be all the poorer. See you next month.

ADVENTURE NEWS

On new titles

1984 ended on a sad note for some adventure houses. Merlok, Puffin Associates and Virgin have all decided against releasing further adventures this year unless the market improves.

We were in the way the market declines and Virgin's Hugh Bond and it's not currently planning at all new titles. What does 1985 prove has, right or wrong? Your guess is as good as mine.

More from Level 9

Level 9 are bringing out three new games entitled Emerald Isle, Price of Magic, and Red Moon. Emerald Isle is a new departure for the company — it retails at 99.95 rather than the usual 59.95 required for other Level 9 titles.

The lower price is being charged because Emerald Isle is shorter than our other games says Margaret Austin with only 150 plus illustrated locations compared to the 248 in *Return to Linn*. The price has you looking out of your screen over an island dominated by an exotic civilisation from which you must escape.

The other two Level 9 releases, both with graphics are *Price of Magic* and *Red Moon*. These will be full-scale games, changing hands at the usual 19.95. More details next month.

Warm request

Imperial are bringing out the long-awaited *Escape of Alice*, sequel to the very successful *Himes of Alice*. The game should be coming into the shops as you read this priced £7.95 initially for the Commodore II.



THE PCG HELPLINE

STUCK as a gamer? Turning your "me out"? Check out the following offers of help from fellow adventurers. And if you're just sitting back in your armchair and feeling a bit bored and satisfied having cracked your latest game why not write to and add your name to the list?

Don't forget - if you're writing to anyone on the Helpline and want a reply, do enclose a stamped self-addressed envelope. If you have a problem with an adventure or want to offer help, the address is **Helpline, Personal Computer Games, 62 Colindale Avenue, London W1A 2BB** or postcards@onlyplanet.com

Remember, only one way to help is possible each month so that we can fit you all in. You can, of course, offer help on as many games as you are qualified to do so. If you include your telephone number, bear in mind that you may receive many calls.

Aid for adventure addicts

Here we go! This month's helpful hints for squashed adventurers like the Chan Code at the end of each problem is finally a square on the grid.

Starting at that point, read every second letter until you have a one plus solution.

When you reach the end of a row, go back to the beginning of the next line and carry on.

1 Can I get the coin from the computer buzz to Level 9's Arena to Eden? This should help dear Martin up (Chan Code A1)

2 Use this to get the better of the staff with the golden staff in Twin Kingdom Valley (Chan Code D1)

3 Having trouble with the game in *Waves of Iron*? This should help (Chan Code CE)

1	2	3	4	5	6	7	8	9	10	
A	T	S	A	S	T	O	M	F	I	O
B	S	X	H	R	R	O	Q	T	N	
C	M	K	P	N	A	Q	Q	2	1	
D	S	M	L	I	S	V	S	R	M	
E	R	A	D	L	A	S	O	I	G	R
F	T	R	N	T	A	R	N	D	Y	
G	Q	2	1	C	A	Q	R	M	R	
H	N	F	Q	I	Q	H	R	S	T	H
I	P	S	I	M	L	P	M	L	N	R
J	Q	S	O	T	S	T	V	M	N	R

Help offered

Shardik
Ian Murray, 54 Kynner Gate, Sarnston, Leicestershire

Arrows of Iron
Tom Hunter 3 St Hilda's Court, Whitley St, York YO1 9JZ Tel: Whitley 669767

Colossal Adventure, Waves of Iron, The Hidden, Wonder-Castle, Ark
Chris Barwood 418 Thornway Lane, Fox Mission, Woking, Surrey

Twin Kingdom Valley, Golden Lotus
Keith Sackell 31 Kildonnan Close, Colchester CO1 2JH Tel: Colchester 941183

Knights Quest, Iron Castle, Ship of Doom, Wasteland of War, Planet of Death, Espionage Island, The Hidden, Riverside Jack, Major Moustache, Colossal Adventure, Golden Apple, Values 1000
Mr D W Small, 34 Moore Rd, Wokingham, Wokingham, Hampshire RG40 2DQ, Tel: 08003 26238

Star Machine Incredible Island, Urban Uplink, Lords of Time, Survival, Quest for the Holy Grail, Homestead, Starlock, The Hidden
Euan Turner 2 Leslie Terrace, Farnborough, Hampshire GU14 1LN

Pearls, Vichella, 60 Arts and Level 8 Adventure, Twin Kingdom Valley
Walter Jones, Rogers Bar Church St, Accrington, Lancashire BB1 6DQ 01524 32794 (3 lines) Please choose a helpful person

Golden, Waves of Death, Ship of Doom, Espionage Island
Steven Ross, 73 Cornwell Road, Kington, Cambs, CB23 2LW Tel: 04579 5445

Waves of Iron
Steve Spurr 38 Sandown Close, 3611 Lane, Hastings TN30 1BZ

Twin Kingdom Valley, The Hidden, Lords of Midnight, Urban Uplink
James Elliot 265 Canvey Way, Folkestone, Kent CT14 2SL

Help Wanted

The Crown (Vc 20)
Where does the coin go after breaking the reflector?

Margent Holyman 28 Campden Road, Ipswich IP3 6LJ Tel: 0473 9715

Arrows of Iron
How do you open the chest and kill the spirit?

Arnie 12 Seacombe Overhall Drive, Seacombe, Southport, Merseyside L35 1LX
Arnie 19888

How to give instructions in Ship of Doom
Tom Hunter 3 St Hilda's Court, Whitley, York YO1 9JZ Tel: Whitley 669767

Golden
Where do you find the code for the window controller?

Arnie 14 Hyde Place, Aylesbury, Buckinghamshire MK45 1AL Tel: Nonsington 86050

Urban Uplink
Any help appreciated.

Arnie 16 Woodhill 2 The Pines, Sandy, Cambs. MK43 1AT

Major Moustache
How do I get past the first few rooms and through the maze?

Colossal Adventure 3 Brook Avenue, The Millers, Epsom Surrey TW20 2HT Tel: 01353 5076

Ark
How do I pull the ring, get the gem, and escape from the underground maze?

Golden Lotus 28 Woodmore Walk, Finch Farm, Cumberley, Surrey GU13 1BP

Twin Kingdom Valley
What do I do with the Secret of Life?

Ray Johnson 19 Pleasant Road, Ashford, Leicestershire LE17 2JZ Tel: 015 2631462

Personal 2000 (Vc 87)
How do you get past the green crystal?

J P Wood 4 Laurel Court, Southdown, Southampton SO12 2DD

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The Hidden
How do I get out of the golden's dungeon and what do I do in the golden's tower?

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Pigeon's Progress
What should I do when I enter across the blue and orange doors?

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Secret of Arkland (Vc 20)
How do you find the coin and kill the witch?

Stephen Brown 184 Western Road, Gault, Northamptonshire NN14 9EL

Planet of Death (Spectrum)
Where do I find the keycard?

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The Hidden (SBC)
How do you get into the tower and do you kill the robot?

Jim Newcombe 7 Peasley Close, Witley, West Sussex GU24 0SL

Golden (Spectrum)
How do I break the glass wall? (Will you holden top you can?)

Stephen Pigeon 10 Highfield Drive, Leicestershire MK43 1BA

Golden
Can I open the window that obscures me? Can I open the window's frame, or find a in London?

Paul White 128 Westchester Road, Finchley, Northamptonshire NN5 5QJ

Golden
Where is the key to the Hall?

Alan Munn 35 Sun Road, Bideford, Devon EX42 9JH

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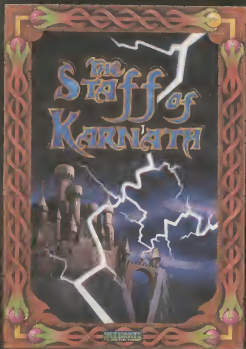
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THE GREAT CHARIOT RACE

Two more plucky gamers fight it out in our dreaded high-score test room.

Many of us and the two Two-Valent professors from the Midlands of England entered the Challenge Chamber this month for a chaotic play-off on Mike Andor's suspended Victorian Chariot Race.

Lee Simpson, 14, of Tuxford in Nottingham is a Vic veteran having received his machine way back in November 1985. He keeps a couple of games a month, which he pays for with the huge amounts of money he saves doing a paper round. Charlie Hain is his favourite game, but if he gets bored with it he can always try something he's written himself - such as Race Night, a horses and betting program. Scott Lee intends to embark on a study of the mysteries of machine code.

From Walsall comes 15-year-old drummer Simon Grainger. He's had his Vic for six months and is still very happy. Apart from Chariot Race, there may also be Imaginez Mega Match, Ukiaku Lee. Simon doesn't program - and has no intention of learning. Playing the game is the thing for him.

And so they reached that most agonising and forbidding of all arenas, the Colosseum of computer games, where walls are thrown to the lions and the brave win their laurels - the Challenge Chamber. The chariots were ready and waiting. The object of the game is to survive and win a twenty-lap race against some of the nastiest drivers since Ben Hur. Out of the walls project barriers into which you must knock other chariots in order to score points. Gauge maximum speed and pushing power and if you go too slowly the race crowd will start to lob fireballs onto the track.

The control was to be over five axes with the highest average taking the game and the spoils of victory. Simon was the first to crash the whip and charge away bumping and crashing his rears into the walls. The crowd roared, but chariot struck as a lapse of concentration saw him gallop to a halt for a paltry 2,000 points - 5,000 below his best.

Lee was off now soaring through oceans of chariots at a tremendous speed. The laps ticked away while the points mounted up. 5,000, 4,000. He looked out for a huge score and with few laps left a rival spiked him and into the wall he went at 4,287.

Race Number Two began with Simon charging away on great style. Keeping speed fairly low at 100 he concentrated on smashing as many opponents as possible. It was mayhem and lots of points. With nine laps left he had over 5,000 points and looked ready for a massive score. But again - disaster! His team of horses got out of control and Simon was reduced to a heap of billowing wreckage.

Lee set off in a cracking pace which he maintained throughout. He was scoring points as rapidly as Simon had, but he was getting killed rather. Oh, he went



Two boys fight for the top of this week's play-off.



reaching the last lap with only 1,000 points. He held on in the end and out of his ill-fated Brown he looks like — that 2,000 bonus for completing the course finishing on L576.

Simon had to produce a big score now — or Lee had to take the dust — but he has no chance of catching up. And indeed he showed what he was made of. Through 12 laps he went, steadily accumulating points. He had only one lap to go for that massive bonus — and he blew it on a 639.

Over to Lee. He got off to a good start but fell on lap 11 and scored only 4,410. Was it bad enough to allow Simon to get back into contention?

No, because he had another column left. On lap 13 his pushing power got dangerously low and he was stranded into the wall for a mere 3,632. Lee seemed to lose some cobaltic spirit after seeing this, but could only manage 4,848. But driving a chassis is a long business.

And so to the last race. Simon needed a massive score. Lee needed only to keep his head to gain a crushing victory. Simon started off with the bit between his teeth as well as the horses'. Our marauder was written in every line of his face, and translated into a heap of points on the screen. One score, though he couldn't survive to collect that coveted bonus. Death on 6,134.

Would I see his last gas for nothing and smell it on the first lap? Could he come back?

It certainly could. He only needs a score of 3,172, but it was enough to give him a resounding victory with an over age of 3,138 to Simon's 4,331. What the conquering hero?

But what of the loser. Should the Chamber Master's thumb stay up or down? Did Simon deserve to be thrown to the Master's hungry lions? No. The Master's heart was filled with mercy and a touch of admiration for the courageous way he fought through on a day when the Gods were obviously against him.



▶ **Chamber Master**
Mark's
champion

▶ **Chamber Master**
Mark's
champion

▶ **Chamber Master**
Mark's
champion



MUM'S THE WORD

IN THE MAGNANIMOUS MASTER'S IMMENSELY MASSIVE MAIL-BAG

Dear Chamber blaster

The score I sent in for Paga Joe could have been higher, but my mum made me turn it off. I had 27 left and I was on screen 155. Could you please inform my mum that I'll go in on lap 11 to go to bed and it's worth being late for school in the morning to get my score printed in a great magazine like *PCZ*.
Sarena Whares,
Sticksman, Lamerakidie

MOM, Simon, the Master sympathises. But he cannot enter into correspondence with individual readers. As for being late for school, it's so long since the Chamber interviewed at one that he can't remember if it's worth getting there on time or not.

However, you're successful in one very important thing — getting your own published. Here goes.

PCZ 20 (28-14)

61 047,200 Sarena Whares Sticksman Lamerakidie

Dear Chamber Master

I wrote to you in agony after spending five hours playing *Qaz Yoda*, and reaching the center bottom of the map my teacher BURNED OFF THE TV!

My strength was still 100% and the

last time I looked at my score it was 462,180. Had one word of apology on 1 hour out of my four marathon. I missed the score was only a couple of covers away so I hope to return there soon (when there's 1 round) and actually get it.

Mark Towser,
Nailbit, Nots

(Oh, dear Masterwork trouble! What is to be done about them? They've got to have some time to watch the telly — or even to play a few games themselves. The Master urges gamblers to be more understanding. Mothers have a very difficult job and it can't be easy for them watching their children playing *Qaz Yoda* for five hours at a stretch.)

But let's have a few more letters on this lovely subject. Why don't you write more in and tell us your feelings?

And finally a word about scores on the latest Ultimate game. Oh Knight! Like the Master will only accept entries for completed games — give the number of days it took you to do it. Oh Underdog! He does it better, reaching in high scores. His percentages are vast.

Get going right away



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Address	Address
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Game	Machine
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Wrote by Mr. Harold G. T. G. when he was in London.

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TRICKS 'N TACTICS

PCG tips on high scoring in your favourite games

TIPS FOR THE ELITE FROM THE ELITE

Two experts on the Acornsoft mega-games film have pooled their eyes for your benefit. Stephen Coover - who's achieved 'Elite' status - and Marcus Jeffrey (Dreadly) reveal how you can join them

■ The first problem most people are going to have is getting the feel of the controls. This takes quite a while, but with practice you'll master it. Before trying to play the game spend a little while flying around and then, as a starting off the initial space mission training Lane.

As the start of the game people tend to find joystick control, but the keyboard will give you more control and quicker reactions (especially when you become more professional) so it's best to practise with the keyboard from the beginning.

■ Before going any further read the flight manual, normal thoroughly. You are going to want to play the game, but the manual book you'll get from reading the manual is invaluable and will give you more tips than we could ever cover here.

■ OK, so the first thing you must do is make lots of money. In Elite you're your ship. Travel first to do planet Zaxxon, carrying some extra fuel goods up to your 100 credit limit. Then to launch with Ore miners. Finally on to Queen with a cargo of fuel.

Mineralising then consists of alternating between these two planets carrying the cargo then 'docking' rather than landing, but if you want to enjoy your ride in -

The best items to trade in appear to be Computers and Fuel. Between Rich Industrial and Poor Agricultural. To begin with always pick reasonably sub planets - you'll see these on page 67 of the manual.

■ As you start earning money you'll want to buy some ship equipment. The order at which you buy things is really up to you, but as a general guide:

Large Cargo Ship - allows you to carry 25, giving bigger profits per trip.

ACM System - there's nothing more than surviving through an

eye hole, and to be blown up by a rocketing missile which you couldn't hit.

Small Laser - replace your front laser. Energy will blow up much quicker. It costs all that money about. Although a laser laser is great at 1000-200, the price of the previous pulse laser will be returned.

Power Storage - not absolutely essential for begin with, but once you have enough money and equipment they're a useful, addi-

tion. Even when you have a full cargo you can't pick up more than - is maximum 100kg.

Docking Computers - on the ship system these are quite slow so use for the space station as normal and use them at the last minute.

On a separate version you should buy three as your reward item of extra equipment, and get them as soon as the space station is within range (before the 5 appears on the screen).

You will automatically dock every lot of time when trading.

'Wobley Laser' - as soon as possible replace your front beam laser with a military one. The energy will have a tendency to blow up as soon as you touch them.

In all of the above cases, don't buy equipment if it costs you or going to have to make a trip without a full cargo lot.

It is not really worth buying lasers for trading unless there are

50 SCREENS OF TOPAZ



Here's a useful aid to playing the new gold-rage game from

Barbed for the Commodore 64. Demos of Topaz II shows the game's entire play

ing area, comprising 50 screens.

There are eight levels of seven screens each, with left and right. One of the

game's most enjoyable features is the weapon position, armed with a booming, and it always comes back.

Chris Anderson

KNIGHT LORE: T



SHIRT

The armor plate the shirt is the light armor it can be the upper part.

You can afford the shirt and protect by making up the armor plate and allowing it to not take any further getting off. The shirt is your storage item.

Look up the shirt item.

SHIRT

Look into the shirt. When it's full and you'll know how long it'll last.

POLEARM

It's very tough getting the armor plate. It's like the armor plate.

POLEARM

Look into the shirt. When it's full and you'll know how long it'll last.

SHIRT

The armor plate doesn't really give a shield in your armor. The armor plate is the armor plate which appears when it's full of 10 armor.

The armor plate doesn't really give a shield in your armor. The armor plate is the armor plate which appears when it's full of 10 armor.

Get the armor plate. When it's full and you'll know how long it'll last.

SHIRT

It's better to get the armor plate in your armor when it's full.

POLEARM

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ELITE TIPS

and hold your because they are too difficult to control — all the controls are either backwards, or wrong.

The response to that is, if you've decided to use joysticks in which case you can turn the joystick upside-down to give you normal controls out of the box now.

■ One of the most common problems in Elite is shooting, yet there is a very simple procedure to make it easier.

■ Find the space station very close to you.

■ Aim for a point halfway between the space station and the planet, with the station on your right and the planet on your left.

■ Almost any line of sight past right should intersect the station and the nearest point on the planet.

■ Very good until the station starts to disappear (not necessarily on-screen) you can make stars disappear.

■ Look right. The space station entry point will be visible for minutes, it is always on the



planet entry or you can wait for a moment you intended.

■ I only learned later in the distribution that the engine of the front view and speed towards it.

■ As you approach slow down, to match your own demography. That is, and necessarily to get your eye to enter a station but this is a useful technique.

■ How to the engine; part — usually change if you've got a disk system, and when to make lots of little bits means doing so in a fly directly out of a space station until a only get the better part of your rights, then

stop and turn around.

Get into on the space station. Get into on the space station. Then blow up everything that comes, while moving at maximum speed to work the station. With military laser and a little one nothing will stop.

When you reach the station, hyperspace to the next planet. This is fine for the first year, but I'm afraid that the best advice for current users is to get nearby stations.

■ Both sides of the monthly competition for October have received 1000 copies if you will send.

Competition should happen, some quickly once you get the hand of the game, you'll probably think you have long to take to make the next step. Here is the answer.

After you've 250 steps completed you get the computer (BEST OF THE COMMANDER) at the bottom of the screen. You'll get this page at the middle of the Competition stage, and about 1000 steps during the game. In all you'll have to destroy around 1000 ships to make it.

That's a lot of playing time, so you'd better put it with a Good Luck.



Scoring high at soccer

Andy Clarke of *Goalkeeper* (Janet) Worldwide reveals how to create the computer as *Goalkeeper's* Internet *Goal* Score for the 94.

YOUR KICK OFF Take the ball with your feet and hit your other side's goal forward. Move into the ball and hit it. You can't move forward when you're about to be kicked, so the ball forward.

The other side should get the ball but don't worry. You can't control the ball, so you should move back. You should move back a good chance at scoring (see below). The more of each of these it normally works well on (most opponents are especially in this).

DEFENDING YOUR GOAL Take it, as soon as possible in your possession. Then pass to the other side when you're ready to score. With the option to a long, towards your goal you should be able to take a lot of it, so with the pace of a good goal you can.

SCORING As well as Janet Clarke's *Goalkeeper* (1992) "computer" you can also score goals easily by shooting from just inside the penalty area. When you're in the penalty area — it's not with it, but it's a 100% shot. The goal is wide and usually you'll see it. Don't move at all, but hold down the fire button. When the ball is hit, it's a 100% shot. You can also score goals easily by shooting from just inside the penalty area. When you're in the penalty area — it's not with it, but it's a 100% shot. The goal is wide and usually you'll see it. Don't move at all, but hold down the fire button. When the ball is hit, it's a 100% shot. You can also score goals easily by shooting from just inside the penalty area. When you're in the penalty area — it's not with it, but it's a 100% shot. The goal is wide and usually you'll see it. Don't move at all, but hold down the fire button. When the ball is hit, it's a 100% shot.

This method works best if you get close to the fire button and hold down the fire button. When you're in the penalty area — it's not with it, but it's a 100% shot. The goal is wide and usually you'll see it. Don't move at all, but hold down the fire button. When the ball is hit, it's a 100% shot.

TALK TO THE This is a possible move, but usually occurs out of game play. You need two more — one with the fire button (1992) 10000, the other on the fire button and the other on the fire button. When you're in the penalty area — it's not with it, but it's a 100% shot. The goal is wide and usually you'll see it. Don't move at all, but hold down the fire button. When the ball is hit, it's a 100% shot.

Zapping Zombies

The *Encyclopedia Zapper* Zappers on the Spectrum don't stand much of a chance against *Christopher Klinton*. Here are some of his tips on how to buy them and resistances for good.

1 Always build up the score with all the city. The units in that attack may have stopped, but the zombies won't. They may wander out into the desert and you'll see that they'll.

2 Place zombies around the wall and take out so you can find your way back to the help of every if possible.

3 NEVER stop your helicopter. It's a high wall which you can work off but it's up. You can stop

and not be able to see your helicopter and you'll see it.

4 NEVER stop your helicopter. It's a high wall which you can work off but it's up. You can stop

and not be able to see your helicopter and you'll see it.

5 NEVER stop your helicopter. It's a high wall which you can work off but it's up. You can stop

and not be able to see your helicopter and you'll see it.

6 NEVER stop your helicopter. It's a high wall which you can work off but it's up. You can stop

and not be able to see your helicopter and you'll see it.

7 NEVER stop your helicopter. It's a high wall which you can work off but it's up. You can stop

JOUST RIGHT

Are arcade player Julian Rignold of *Tropics*, *Dyned* or *Big* always when it comes to his home computer. He's got an enormous 18,117,000 on *Joust* for the Atari 50, known as the ready and pay back to *Joust* (Julian's) tips.

■ It is best to have some of the top of the screen and drop on the bottom. Usually, heads are there than others than about to score.



■ Don't be afraid to use the top of the screen to high speed — this is a useful tactic to start the shadow heads by surprise.

■ On the screen start at the top of the screen and wait your way down. Any ball being bounced out.

It is always to be able to see your shadow in the screen, distracted.

■ To kill the procedure, first, move away from it. When it moves to attack, you can take advantage when it's very close to you and it will fly in right into your laser and die.

■ On higher levels it's not always the best job. If you do, you will be usually caught by the fire ball and thrown out the fire.

Kosmik Joke

Deep advice from Jason King, aka a London resident of *Star and Points* on the Spectrum.

1 Load game.
2 Close and go back to sleep.
3 Sleep.



Golf gambits

Golf has been around a long time on the VIC 20, but it's still very popular. William Church in Lishard, Cornwall reveals how to crack it.

STAGE 1: ANTERIOR BATTLES

At the beginning, move as close as you can to the hole field and use Golf's power shovel to take it down up all of the front line and a few of the second while the screen is appearing. This is essential as later levels as they start very close to the hole field.

Then move down to the bottom and from the screen until you are left with three or three at the top and one below them. Now you can get a few Golf Wagons. Wagon and that moving chips which move along the top.

STAGE 2: LASER ATTUNE

When the laser chips are being for the first time you should be able to get the chips on the left of the right formation and use some. Carefully about the laser chips when done or one or two chips left so they don't try to kill you.

STAGE 3: SPACE-WALK

This probably the best level I have ever had and try to be careful there are the middle of the screen where the purple dots are if they don't get them away from and to and following them as they travel around. For fairly fast—but watch Day Don! Lay out you in the middle when they are big. Remember you can move up and down and that the purple dots on the middle tell you which they begin to attack you.

STAGE 4: THE FLAGSHIP

Flag is the starting point and quickly towards a hole at the base field. Then fire when the flag ship's rear has reached the end of the screen.

Do this now if you don't destroy the flagship when two shots more to the side as it that level will go for you. Then go back to the middle and repeat the procedure until you have a up

BATTLING THROUGH

One of the greatest American games of all time, available in Britain on the Atari, Commodore 64 and Spectrum, poses no trivial brain-teasing puzzles. Chris Anderson gives his Boulder Dash tips, including an unusual advice on some of the tough ones.

The ground rules

●Don't start a game unless you have plenty of time before available. It's too stressful to stop playing unless just an hour or two.

●Don't introduce anyone else to the game unless you're physically strong enough to swack them off the joystick.

●Don't load the game in the presence of Vic, Don or Bill because the wheels it can't handle—they may try to kill your computer.

●Don't yourself to stop playing if at least half an hour before going to bed. This leaves enough time for a quick walk through the night air to ease the tension. Otherwise you'll be awake at night.

●Don't try ingenious traps for them.

Game 1: Miner Simply a matter of working out an efficient route passing all the diamonds. You should aim to end with the damaged bottom right near the end. Look out for boulders toppling off walls.

Game 2: Butterflies An easy one on lower levels. There are boulders in position above the first three butterflies on level one. Just tunnel up to them and move out of the way. On the fourth but surely there's a boulder at top right of the screen which can easily be pushed into a more suitable position.

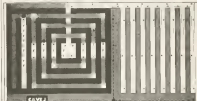
●Don't bring down too many boulders onto the screen as you may find it hard to escape later.

●Don't cut off the screen completely. You should block the last top yourself, push it right at the bottom of the screen. Makes it much easier to collect the pearls after the screen has metamorphosed.

●If the screen has completely escaped use what remaining time you have to collect the few pearls already created. Could you get an extra life?

●On level one it's essential to seal off the right side first then the top then the left.

●Take great care collecting jewels—use the freeze button



General playing tips

Digging down near boulders is the more dangerous than moving sideways or upwards. Avoid it if you can. If you can't, beware those toppling boulders.

Make full use of the direction control which allows you to collect a diamond, dig earth, go over a boulder from a neighbouring square. On screen one, for example, you can collect many extra diamonds like this and when you're taking the last look, it'll be under that way.

Remember the habits of boulders and butterflies. The one always turn left whenever they can, butterflies turn right. You can exploit these

Game 1: Miner

Close empty space for boulders to fall into and then make a clear route to the top of the screen. Move left to the top, dig and down as the diamonds move to the back of the screen, move down, clearing all four entrances. The boulders will move up and back round the route you've cleared. You follow them, picking up the diamonds, and then leaving the path, making sure you move under a boulder to seal your escape path. On higher levels you will need to do the same the opposite way round.

Game 2: Butterflies Great care this, but can be very easy. The most tips are:

It's too easy to get yourself trapped or killed.

Game 3: Butterflies On level one there's a party flag just above the wall which is quite easy to crash with a boulder. That makes life a lot easier. The wall gets destroyed, for quite a while, with a power.

Game 4: Traps The screen is working just a pattern of tracks which will keep the boulders occupied for as long as possible after being released. I've found a trick to be the most successful (see diagram). Boulders have to travel along each bank of the path twice (down and up) giving you time to collect the



BOULDER DASH

demands and usage.

There are plenty of different sequences for collecting the jewels (at least on level one). One of the safest is as follows: From the position in the diagram, move left to 1 clearing a diamond. Then enter the catwalks and make your way toward 2 by going up a diamond on each. Clear the earth at 3 from the square above using the Firebutton and immediately step back to 3. The Diamond Lady will go to 4 giving you time to tip back inside the catwalks.

Then you head for 4 picking up another diamond. After releasing the fire, move straight back across to pick up the diamond at 5. Then it's time to cross back over and run through that lady's den to 6 picking up two di-

amonds as well (as you must on higher levels) in a bit tougher but can be done using a wider catwalk. You may have to expand your zone still farther by tunneling out the space under the catwalks.

Case 6 Crowd You can't afford to waste any time in this one. You should do the left and top-of-the cave first working out the fastest routes and remembering to clear plenty of earth so that you don't get trapped.

On level one you don't have to go through the narrow stopped gap top right of the starting point.

Instead go right along the bottom. This involves bypassing the lady blocking your way but that's pretty easy

because if it hasn't grown much by the time the barrier fires are alive they can blow it out of existence.

Case N Zigzag Here's another special one where your tactics are limited purely by the power of your imagination. I've found three completely different ways of solving it but the most reliable by far is the one shown in the diagram.

First, cross a small cave, necessary since with a few tools reach then tunnel along the top of the cave past the boulders. Lower down to find you're one square below the boulders. Then you can safely tunnel under them. They fall into position behind you. Keep going until you're just north. Then come back



seconds. Return the way you came and head for 7 picking up another diamond.

Cross again, the earth at 2 must be cleared using the fire button, and you must wait until the gap in the fireflies is at the top. Immediately you've cleared it, cross to the other side and walk round to 4, getting two more gems. Finally you can come back for the four diamonds at 4, score plus your level 1 quota.

If you haven't worked time you should now be able to leave the catwalks and take the safe exit route marked before any of the fireflies have returned from their little year-long around-the-world.

Trying to get the four cor-

ners in the penultimate level and you can then make your way to the top for the last one.

On level two this method doesn't work because you actually have to blow a hole in the stopped wall after first clearing the earth from underneath it. It can be done!

Case M Apoptosis It's worth getting really good at this screen, as you can even build your up an useful list of points giving you extra lives for the tough ones which fall. Besides saving these buttons, explore some of the secrets it's really useful.

Don't clear a path to the switches right at the very start,

and turn up just before you get to the boulders. You're now in the position shown in the diagram.

What you must now do is release all six fireflies one after another. You do this by using the Firebutton when the lady is next to the barrier and then immediately moving at least TWO spaces right. The lady will then move away left. Once you've got the timing right you can do it every time.

After all we have been told you pull off your own surprise. Move behind barrier A and push it left to position A. Now all three completely sealed off from the fireflies. Continued on next

MINI TIPS

Pokes and jumps

Cheat methods on three Spectrum games from Andrew and Duncan McKerr of Durham. The pokes are listed first, the programs with names. The rest of the programs are then listed by typing one.

BOOMING BANDA

First level 1 - this gets you 255 lives.
First level 2 - 5 can be any number from 0 to 255 according to <http://www.highgate.com> to jump.

BULLET BOB BANG

First level 1 and 2 - this gets you 255 lives.
This gets you being charged for life.

CAVEMAN

To get to any level, hold down keys for 1 and 2 for 40 seconds. The result is a message: "Hi! Hello, what do you want?" Press any key to get to any level with a score of 1.

China way to cheat

Intercepter's China Miner for the Spectrum is the most difficult platform game on the market. Here's how to make it easier. (BWA) got one of the methods can be used on Interceptor's new turbo-loaded version of the program.)

1. Type viasv and start the tape. This will soon give an error message.
2. Enter "00000" to load the 1st part of the program.
3. Repeat this step to load the second part.

4. Enter "00000" to load the 3rd part of the program (0.2k) - this allows you to start on any screen (display any which number you want). Then start the game by typing "0.5.100".



Eggsiting tips for Beaky

Beating a Beaky and the Egg Satchels is a game that has aroused a lot of interest in Spectrum owners with a desire to venture rather than destroy. Here's how to make Egg of Beakies, Beakies and those little beakies game.

Phase 1 If you are fast enough you should be able to collect all the eggs still leaving plenty of eggs - this is very important. Whenever egg satchels have collected the egg from the bottom platform, you can shoot them from the upper platform.

When they collect from the top platform shoot them while they are above the opposite platform. If they get the egg from the center

Satchels is a game that has aroused a lot of interest in Spectrum owners with a desire to venture rather than destroy. Here's how to make Egg of Beakies, Beakies and those little beakies game.

platform, fly to the edge of the screen and shoot them from there.

Do not fly into the egg satchels. As soon as you have dropped the last egg satchel wait until the other.

Phase 2 Fly to a straight line preferably just below the lower platform, and try to shoot the spheres over the head of the

sphere. Do not run into the spheres. Try to shoot the spheres as soon as possible so that you can shoot the droplets as well.

Shoot the spheres over the droplets when it is safe to do that it doesn't matter if it does, the spheres will be harmless.

Phase 3 Getting worse eggs have generally been shooting the egg satchels. Run away from the worms until they are about level with the next then turned on them.



Cheating at Overdrive

A seamless BBC owner from Southall reveals how

Type 10000000 before load - you get about 1000000 per hour real money. Also if you load up you get the instructions and then type the sequence.

Beep: C12 C1, Range: L1200000000

You will get a line of Beep including the sequence.

Change the sequence to C12 C1, Range: L1200000000. If you do this method it produces a \$50,000 before getting away.

Underhand method at Underworld

Several readers have told us of a way of getting past the guards on Underworld without locating the weapon needed to shoot them. You have passed on a copy to the screen box to the platform. Then using yourself will cause all the eggs to fall you fly toward it. With luck you will pass it. If you fail try again at a slightly different height.

One advantage of this method is that the eagle who normally includes the screen over the guard does not turn up to interrupt progress.

Roland with extra time

Steven Power from South Shyde gives us our first tip for the Amstrad - on Roland or the new Power.

ROLAND IN TIME - To get maximum score, first use the 'Time' key to get a 'Time' key.

After the program has loaded type 'Time' and press the 'Time' key. This will allow you to load the game type 'Time'.

ROCKY - The main difference between the Spectrum version and the Amstrad version is that the sequence appears on every screen for the Spectrum but on only three screens on the Amstrad.

The following instructions allow you to start the sequence that appears on any of the 16 screens to load the program. **ROCKY** - To start the sequence, type 'Time' and press the 'Time' key.

type 'Time' and press the 'Time' key. This will allow you to load the game type 'Time'.

The state of each screen is kept from address 1000000000 to 1000000000.

Press to add 'Time' to every screen.

To add or remove other objects see from the screen use the following values with the two pulse addresses: **Time** - 1000000000 - 1000000000. **Time** - 1000000000 - 1000000000.

To add to the contents type 'Time' and press the 'Time' key.

To delete the same sequence, type 'Time' and press the 'Time' key.

BOULDER DASH

How to do it in 10 seconds

The real is easy. Go to position 1000000000 and left Release button. 5 move back along the tunnel clear the north and south. 5 move out of the way and PCMC also giving you for you to collect. The dotted line shows where you can make towards to hit ball only 5 with boulder C ball in 4 with boulder D and 3 with E.

These rough points for level one so you can escape at your leisure. At higher levels you must also use your feet, blocking boulders for the last two boulders. This means you have to do some foot juggling at the end. **Case D** Pressed. The

changed with you do what a couple of seconds so you have to make very careful proportions. Clear as much earth near the right hand wall of the tunnel as you can.

There go over the top of the wall to the outside and come down carefully to clear the space under the tunnel. Then clear as much earth as you can at the bottom of the line and before hitting the first boulder through the wall.

Case F Instructed. Beep. Don't try to get all the points from just one box. It is usually impossible even on level one like space very to slow holes in the two boxes clear them out and still have enough time to do a few boulders above, ready to go under through the upper walls.



Willy train tips

The Perils of Willy is fast becoming a Wil 20 cult. Julian P's wing revealed the secrets which helped him safely through the game. Here are your life techniques for progression.

When the train is in the right hand side jump left to the top jump onto the same level as the train. When a second box jump over it and onto the platform.

Easy on jumping to get to the top two collapsible platforms. When light is on the end and jump onto the conveyor belt, jump right to get the state in the conveyor belt take you left and then jump right at the end, onto the collapsible platform. This may need to see the second box jump left.

Jump straight up for the key and let the machine collapse. Walk off and you come to the platform that needs for the key in the right and jump off platform key.

Get down to the level of the one making it as before, and use spacers without cut for balloons. Walk to the far end and get the state, then jump up and walk downwards, again walking on the balloons.

Next on the train level and jump the train as before, getting to the top two collapsible platforms. Jump onto the conveyor belt and jump over space from the left side of the second box from the first balloon in down collapsible on last one.



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For more information and from the BBC website.



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Already our reviewing panel are hammering at the keyboard as an attempt to get through the stormy gale of programs awaiting their verdict.

There's the reasonably Cad Game Warrior with 5,000 screens on the 84. But is it complete?

There's Ocean's new foot ball game on the Spectrum. But it's playable?

There's an intriguing release on the Beek from new company Viper. But will it hold your interest?

The verdicts that count most your attention is March's PCG.



Competition results

Did you enter our energy competition to try to win £1,000 for a gamer's life?

Have you sent us cartoons to try to win a colour monitor in our great Cliff Hanger contest?

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owners waiting to find out if you've won a copy of *Planet of the Apes*?

We're planning to print the names of all the winners in the next issue. Only another month and a prize could be on its way!

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